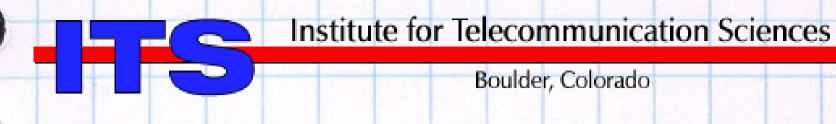
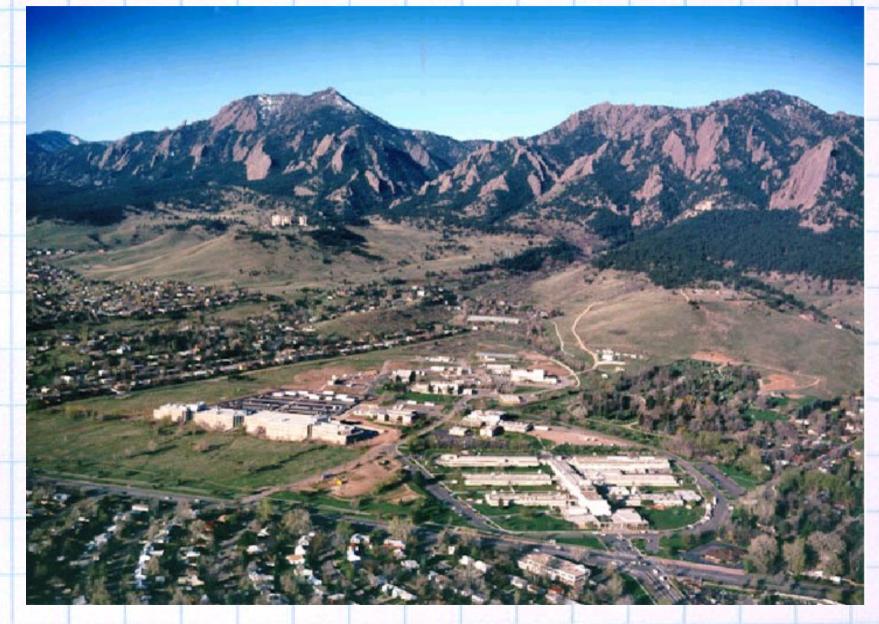
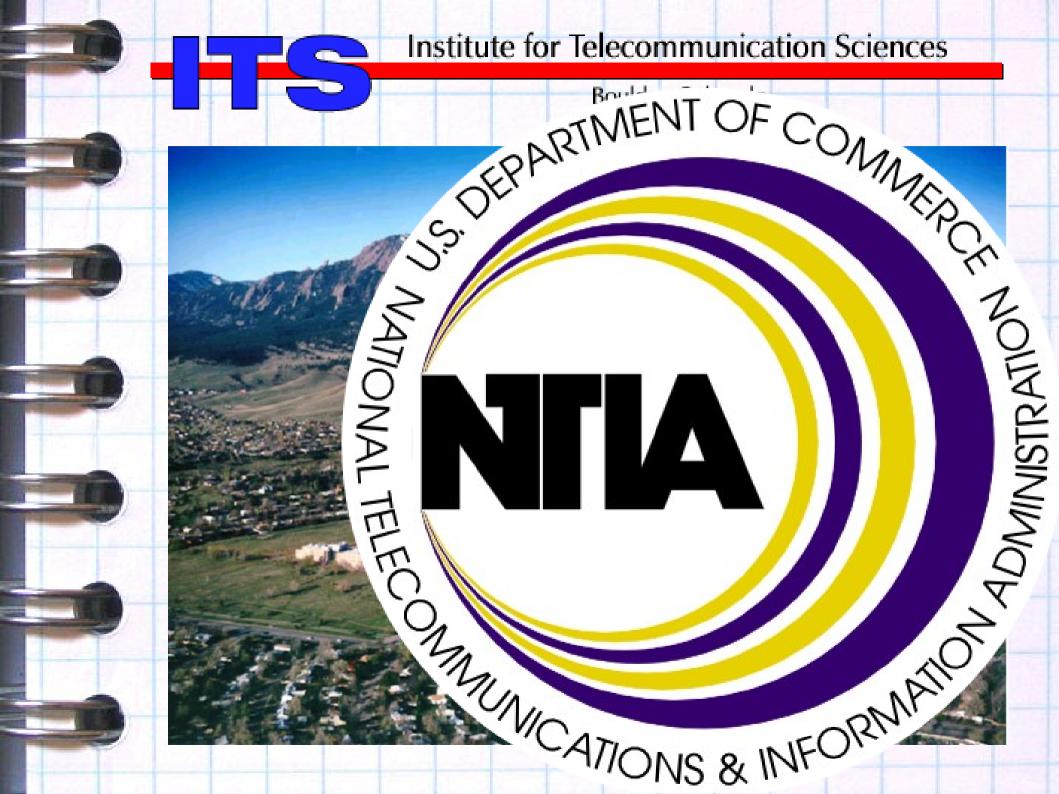
software radio future of wireless security

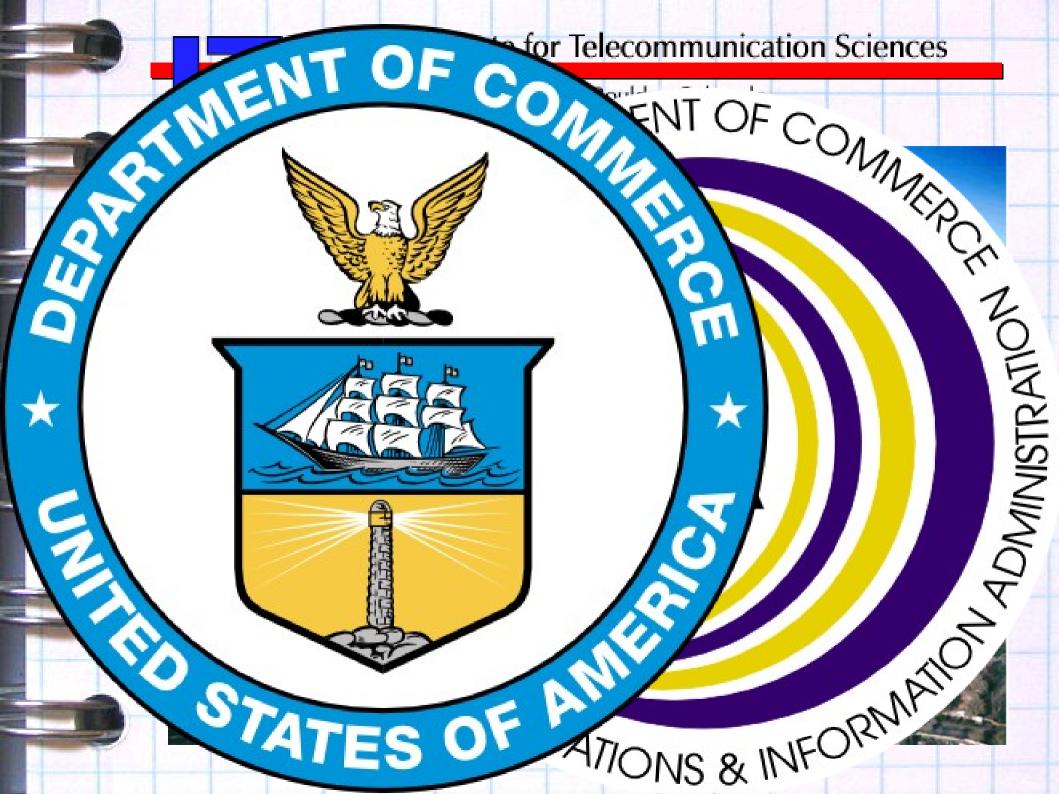
michael Ossmann institute for telecommunication sciences

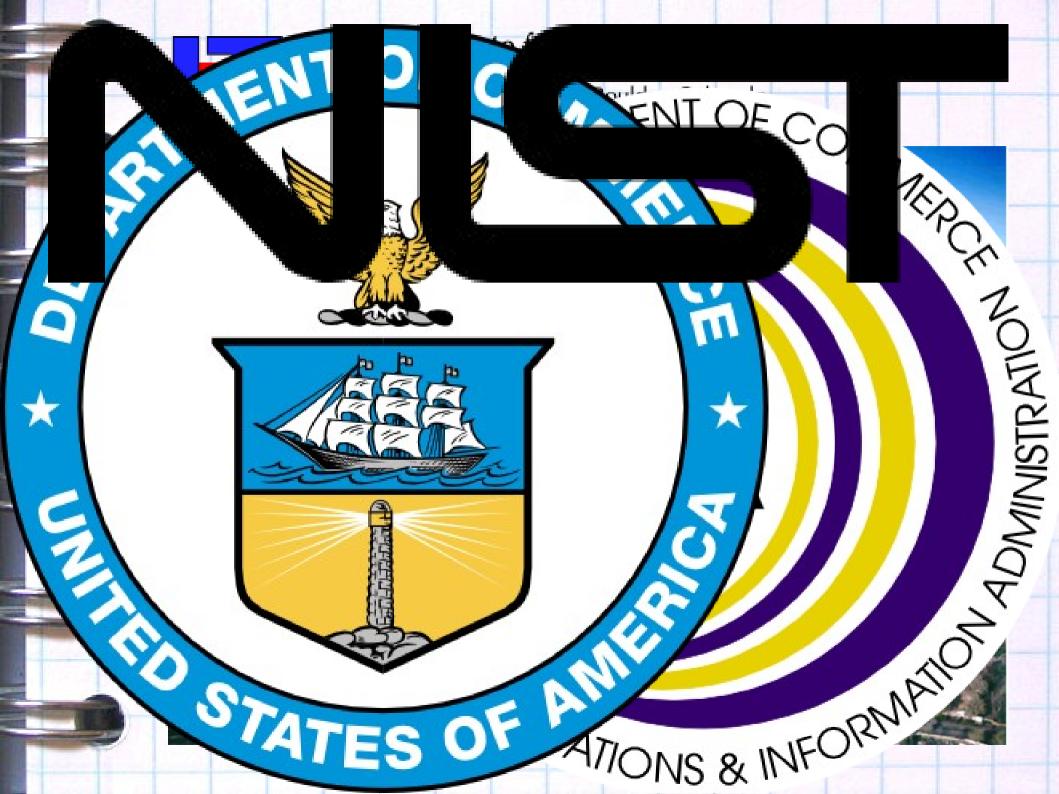
This presentation is an outgrowth of work done under contract to the Institute for Telecommunication Sciences and does not represent the views or policies of the United States federal government.

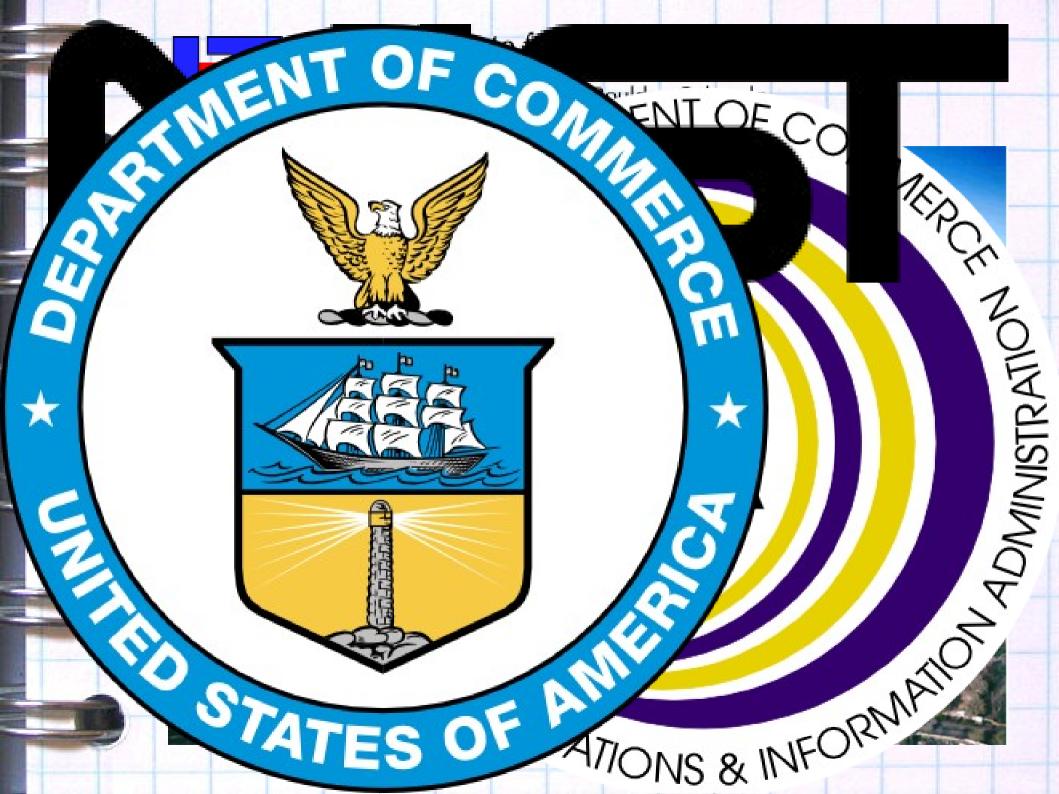




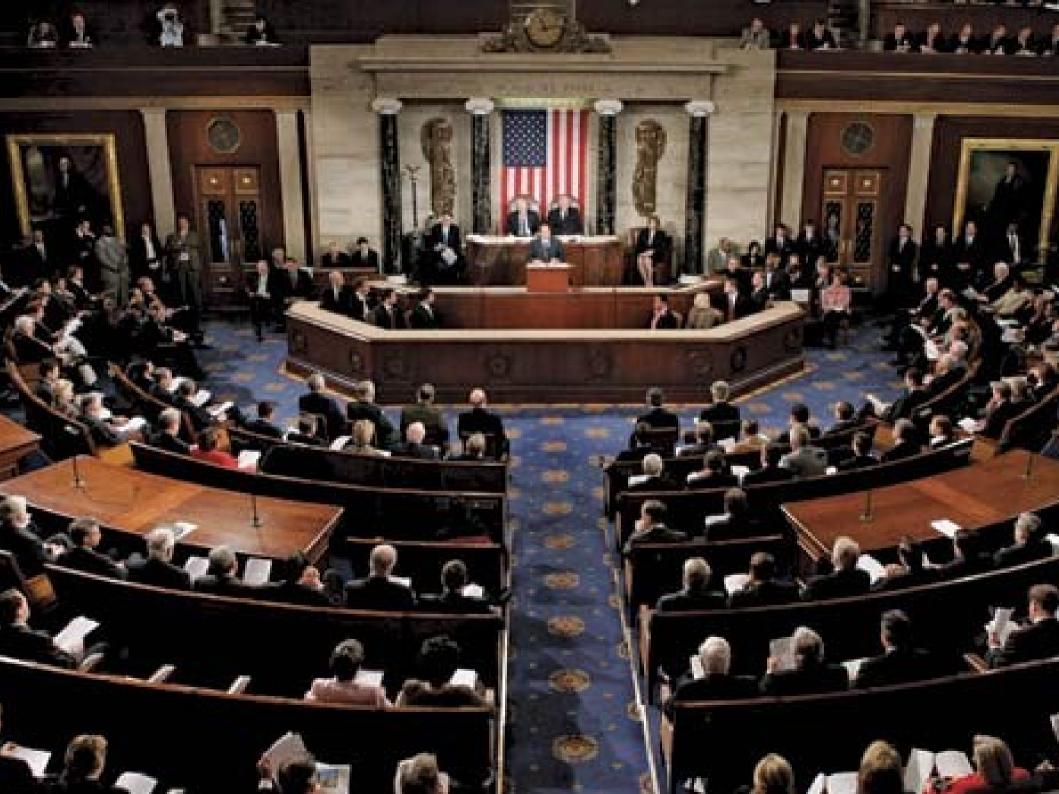




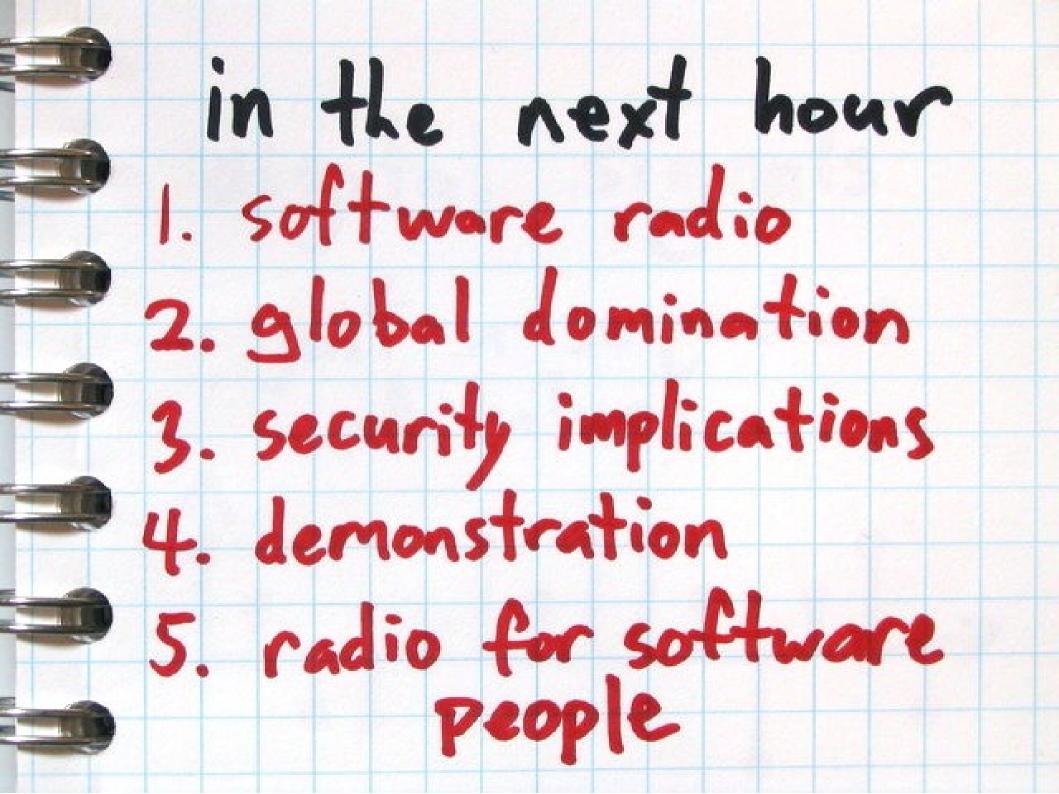






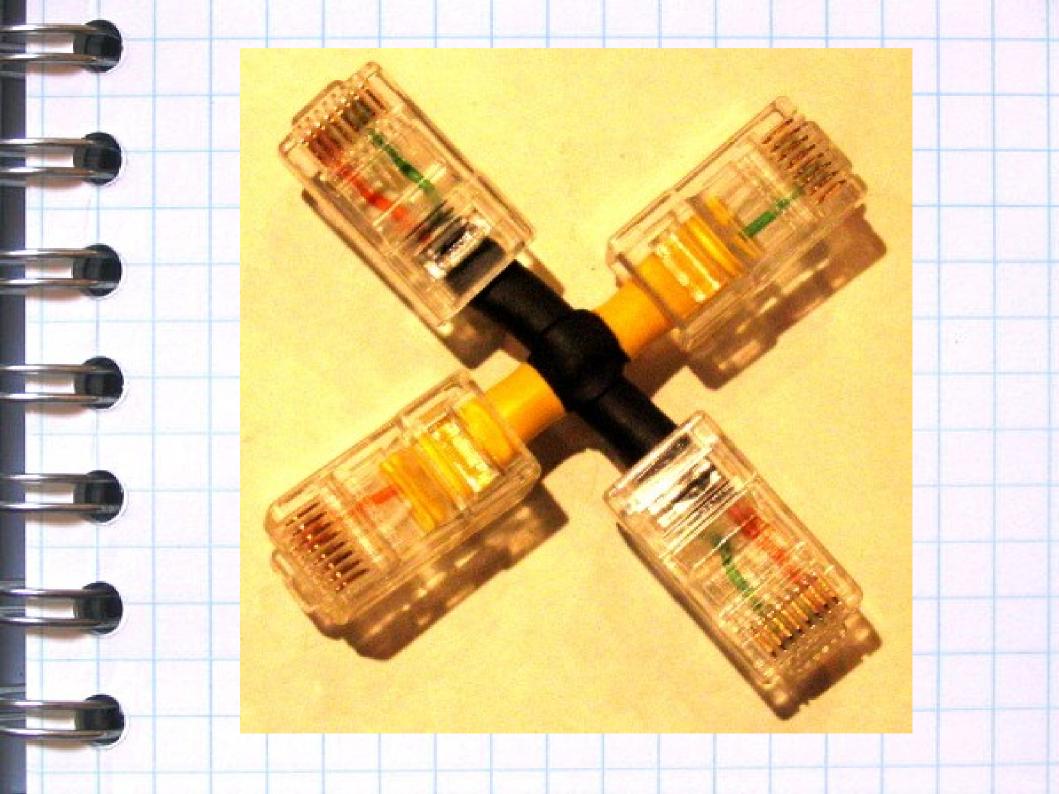






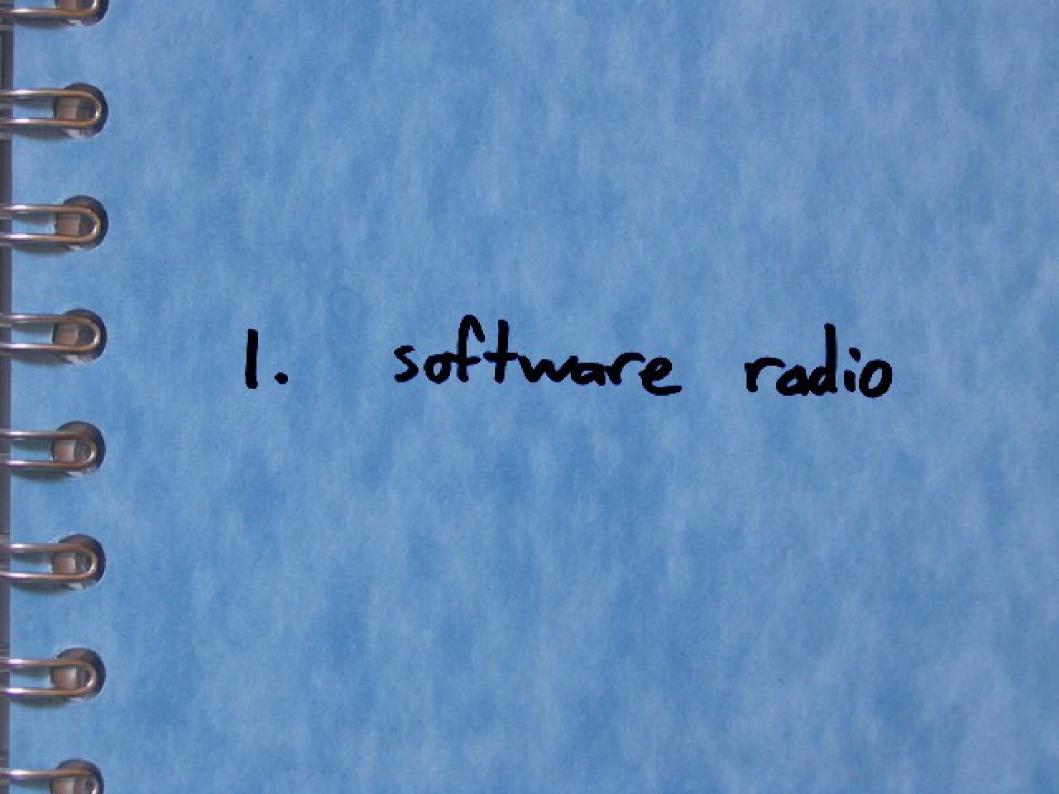
not in the next hour gronndbreaking Vulnerabilities specific wireless protocols

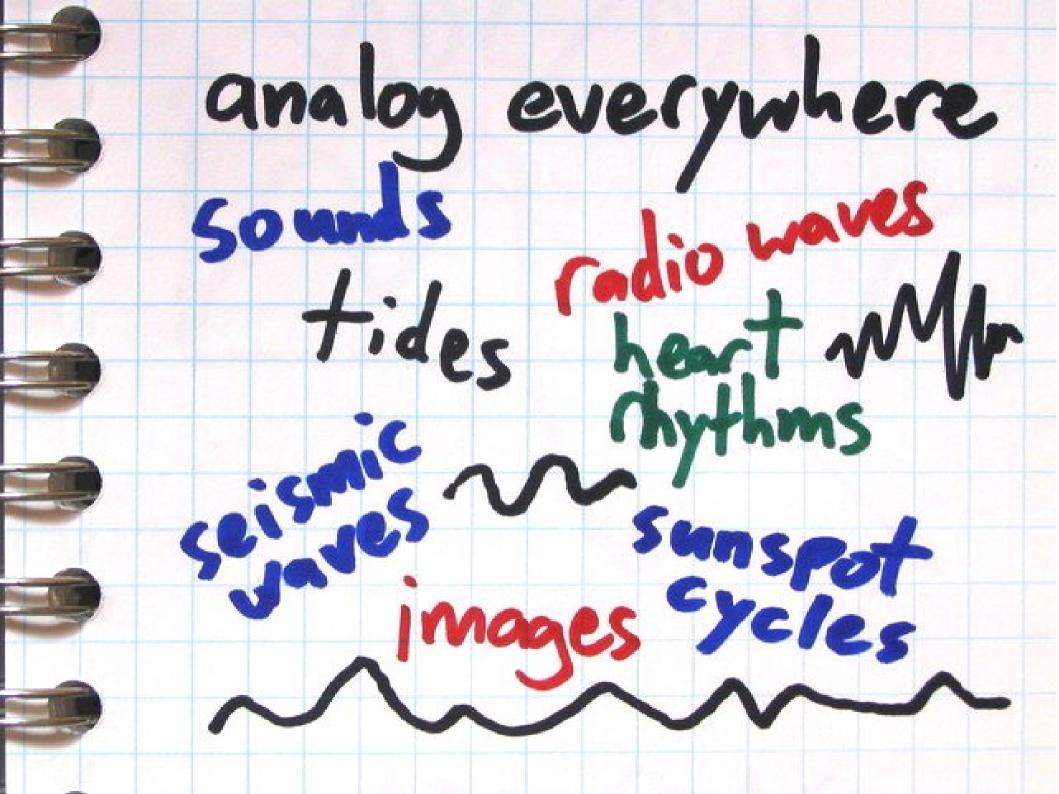


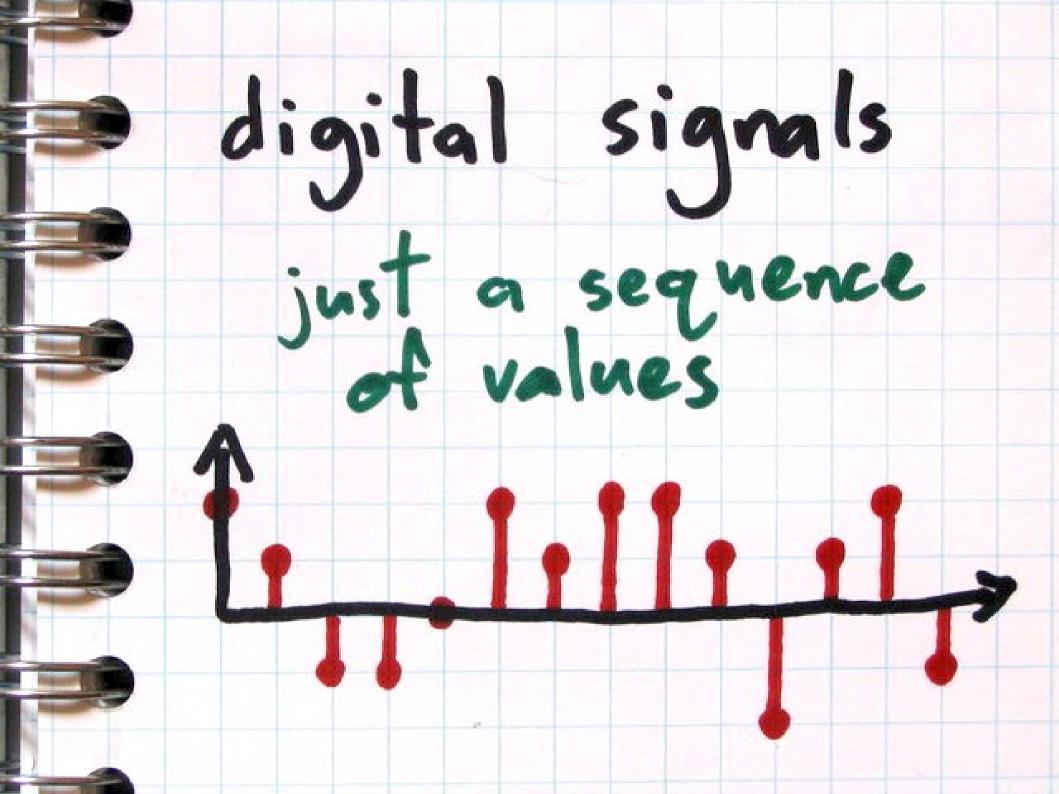


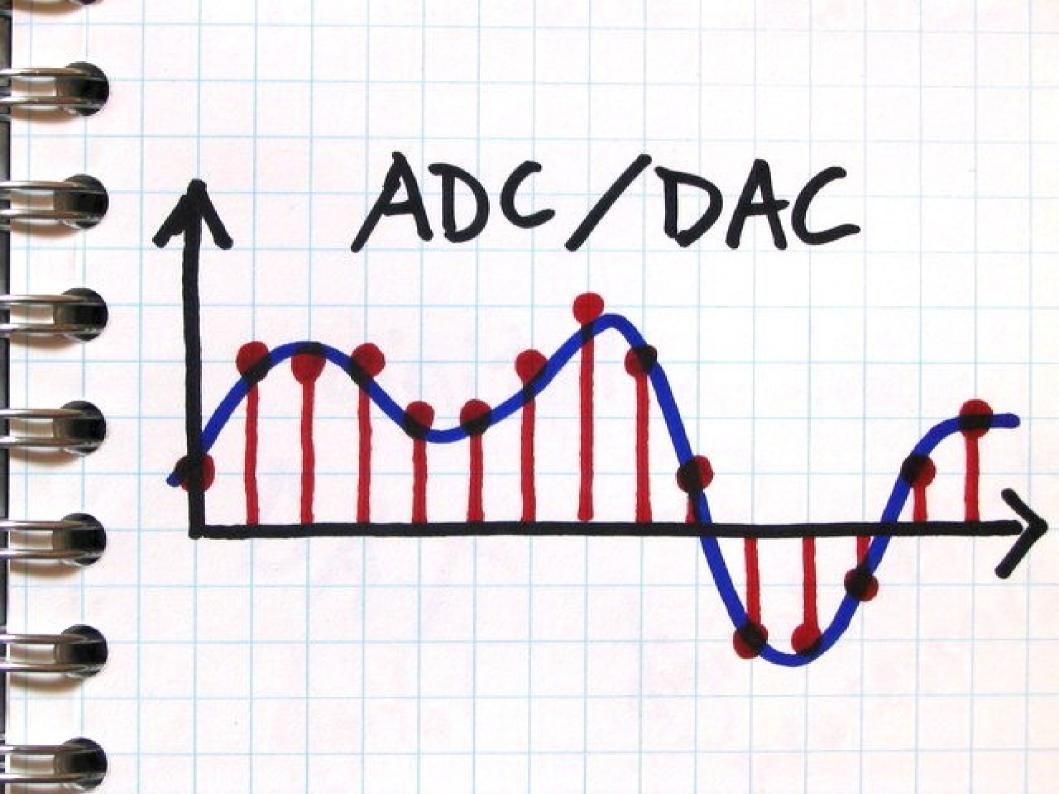
http://ossmann.com/

-Jh-usa-08/

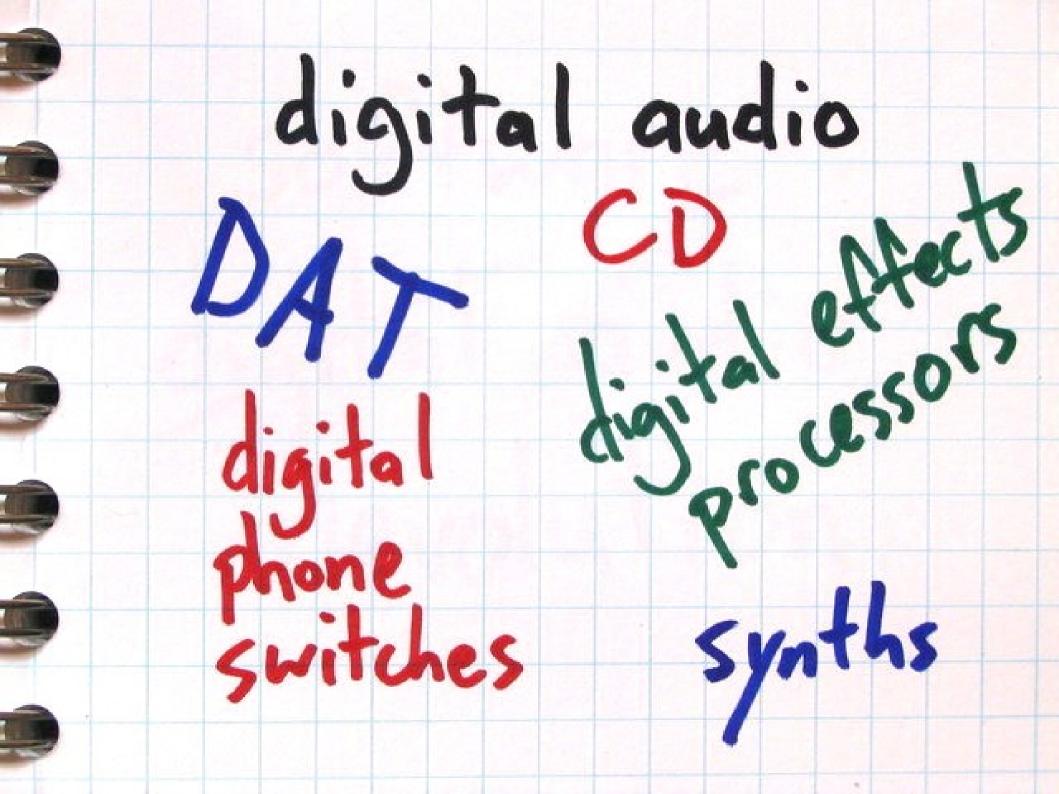










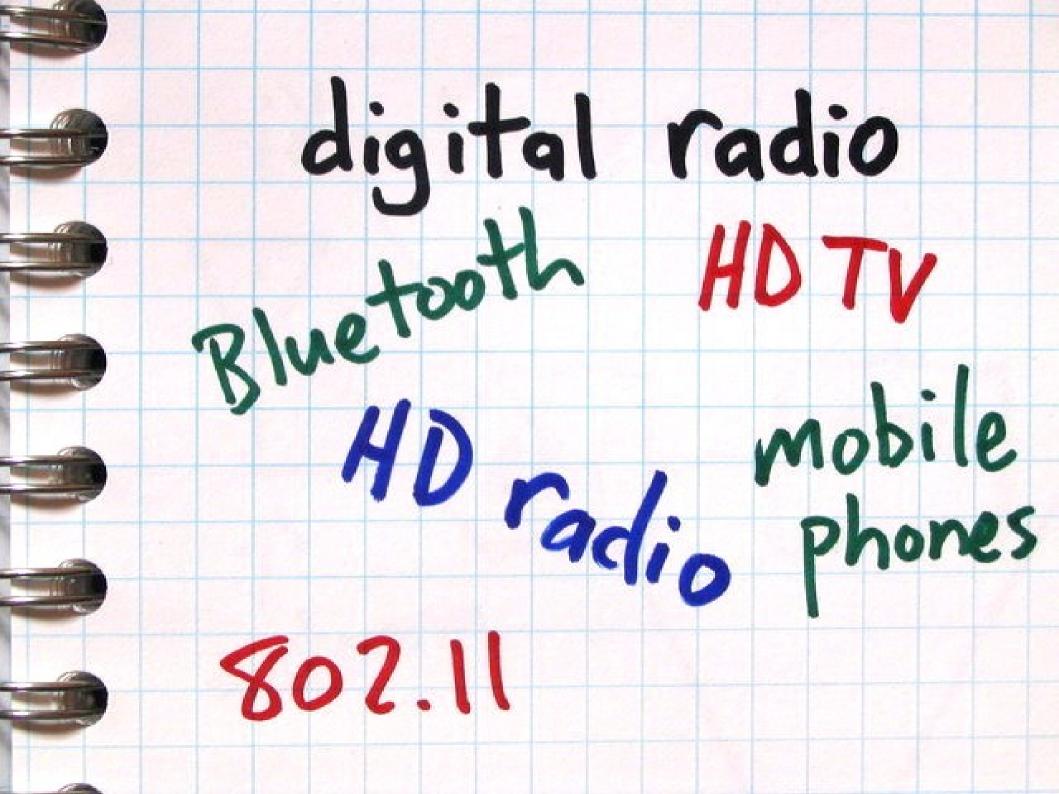


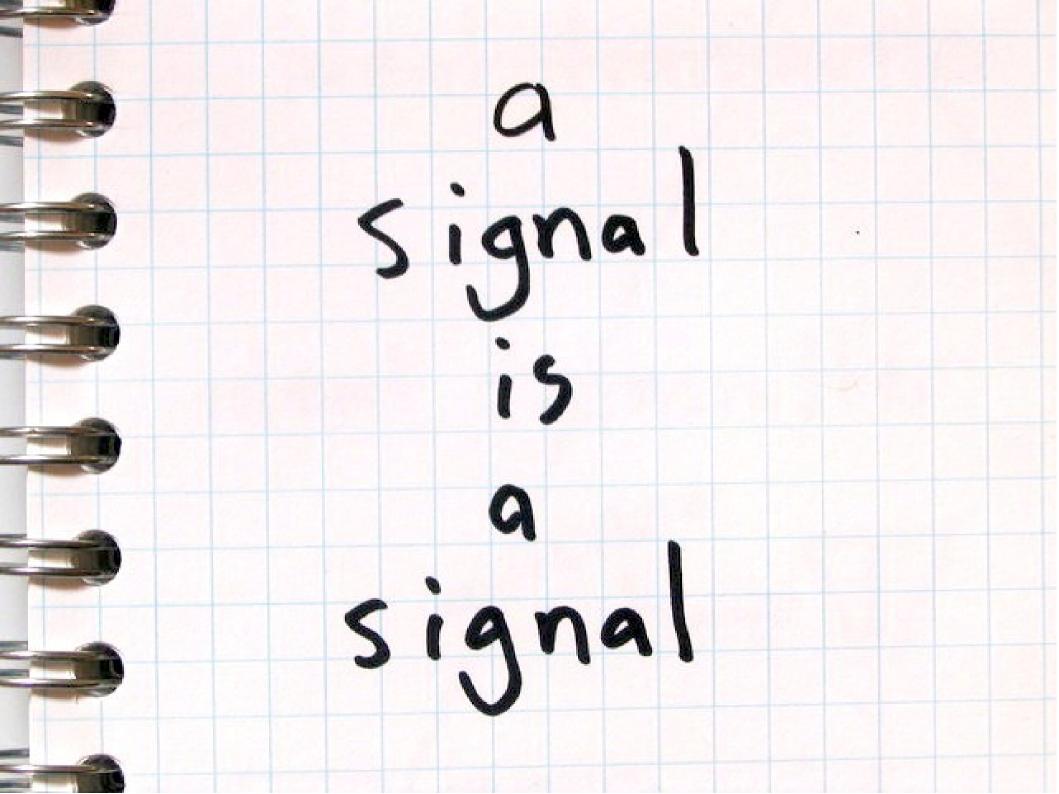


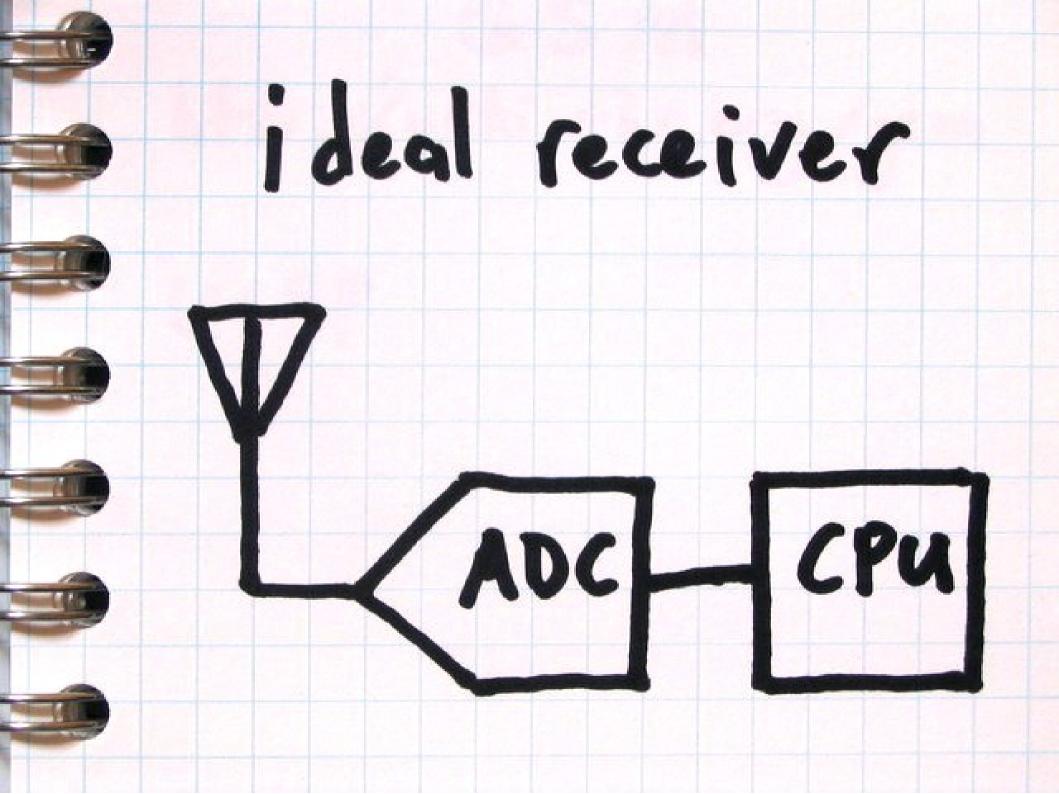


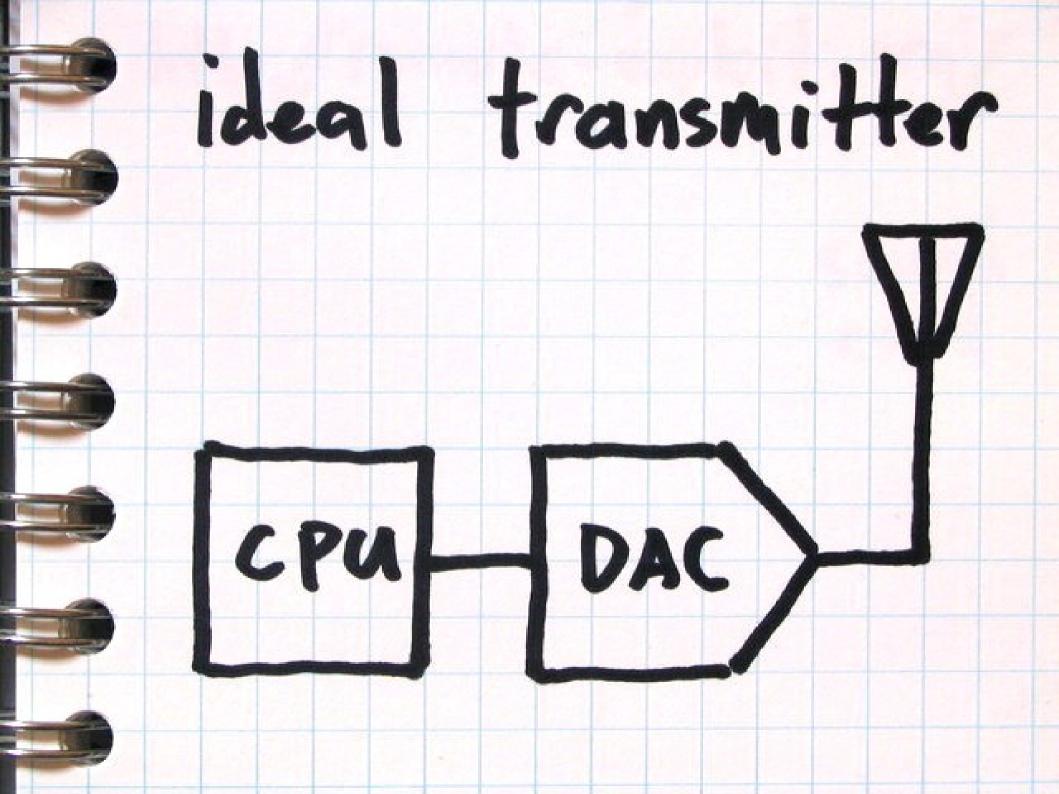
http://ossmann.com/

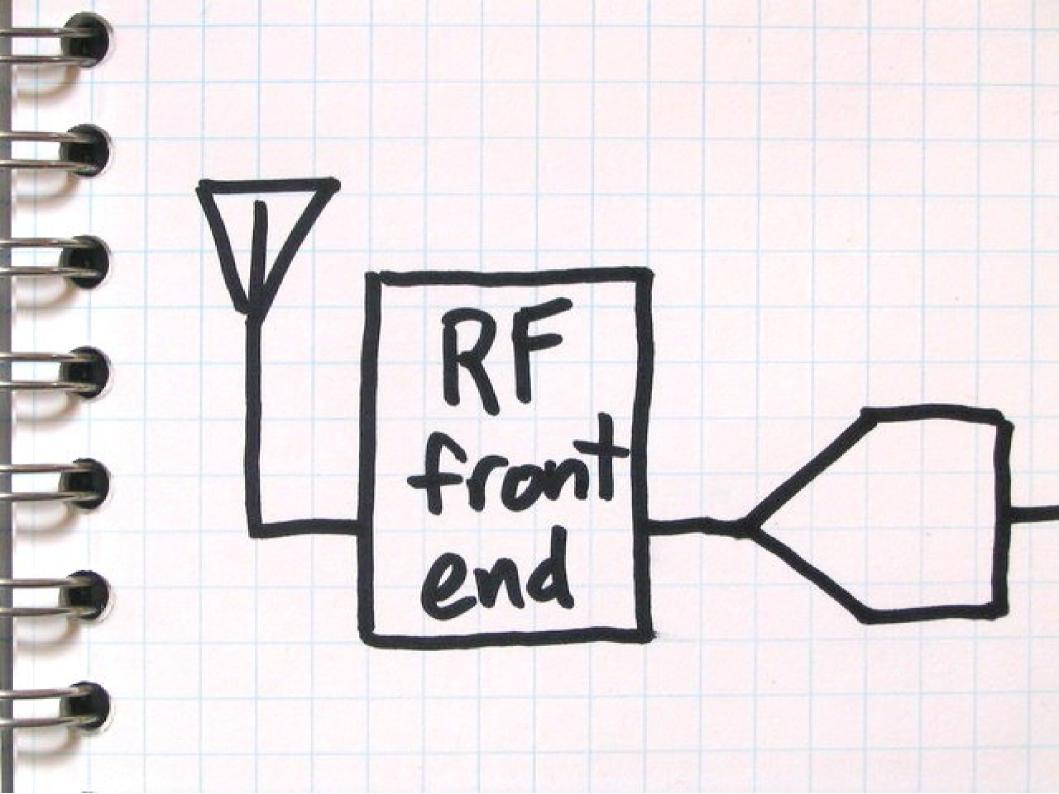
-5h-usa-08/

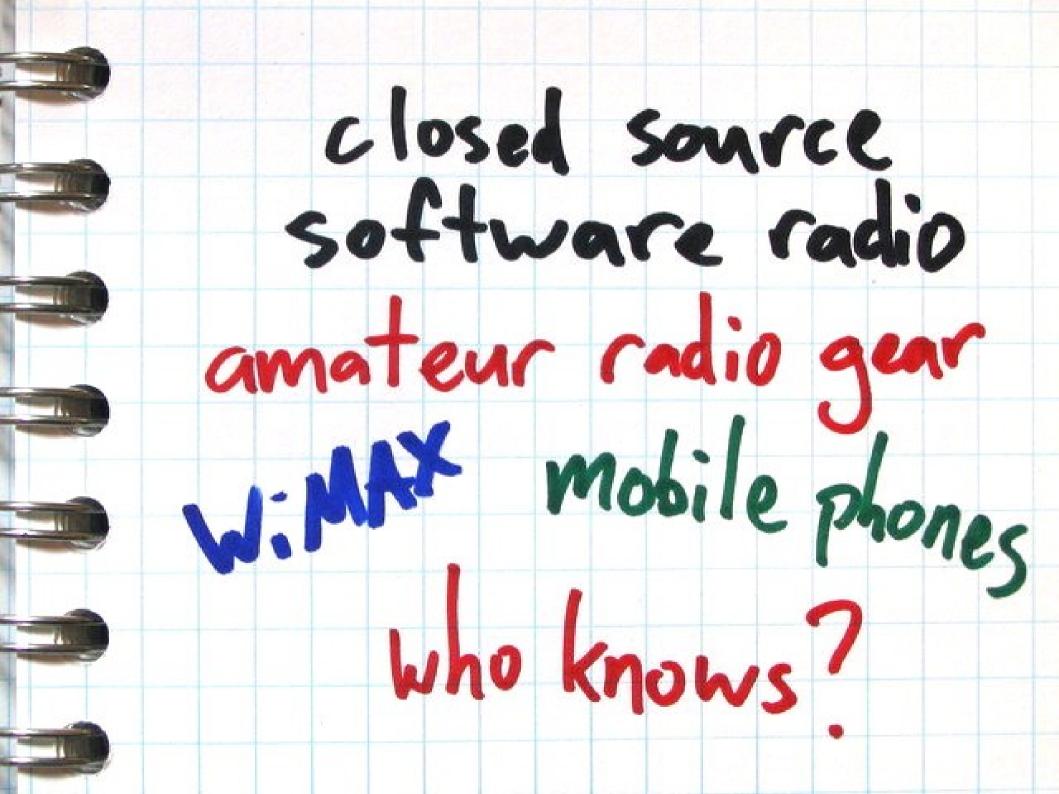


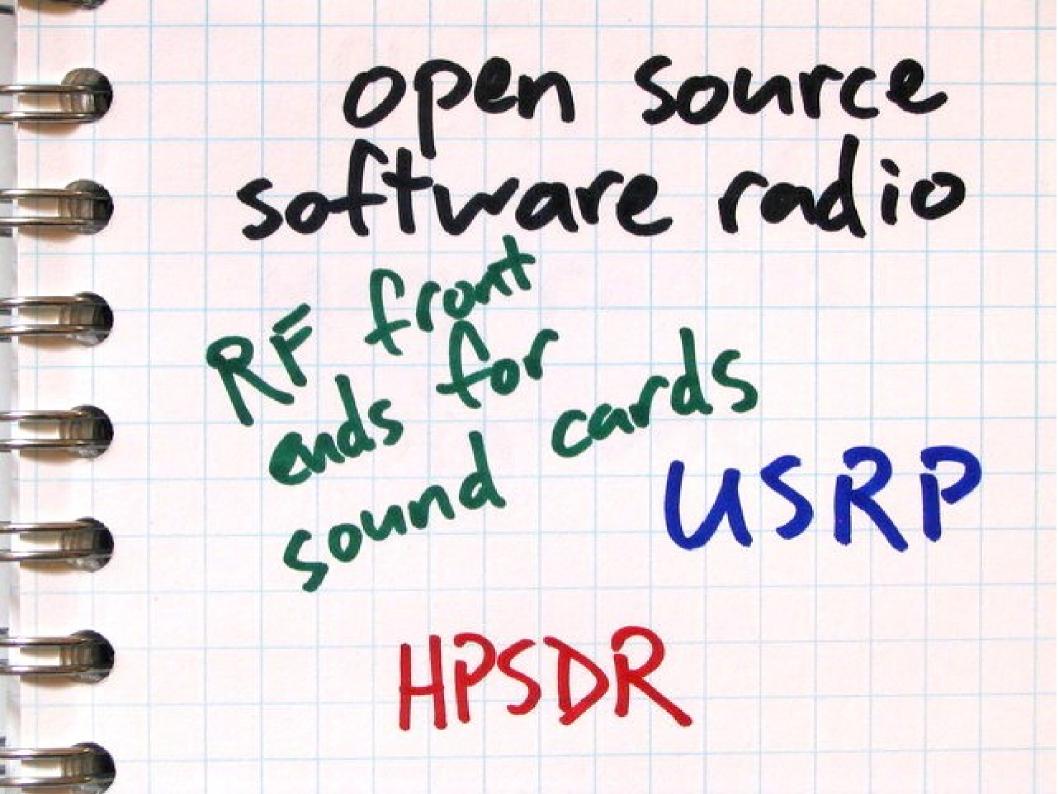










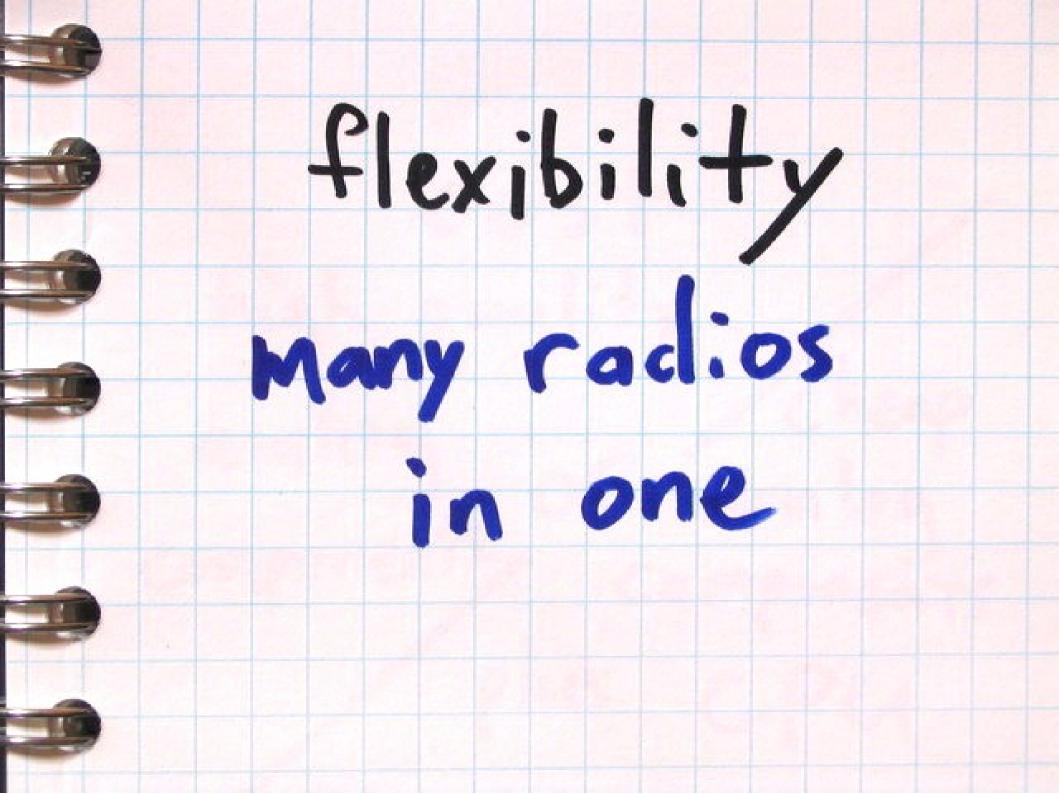


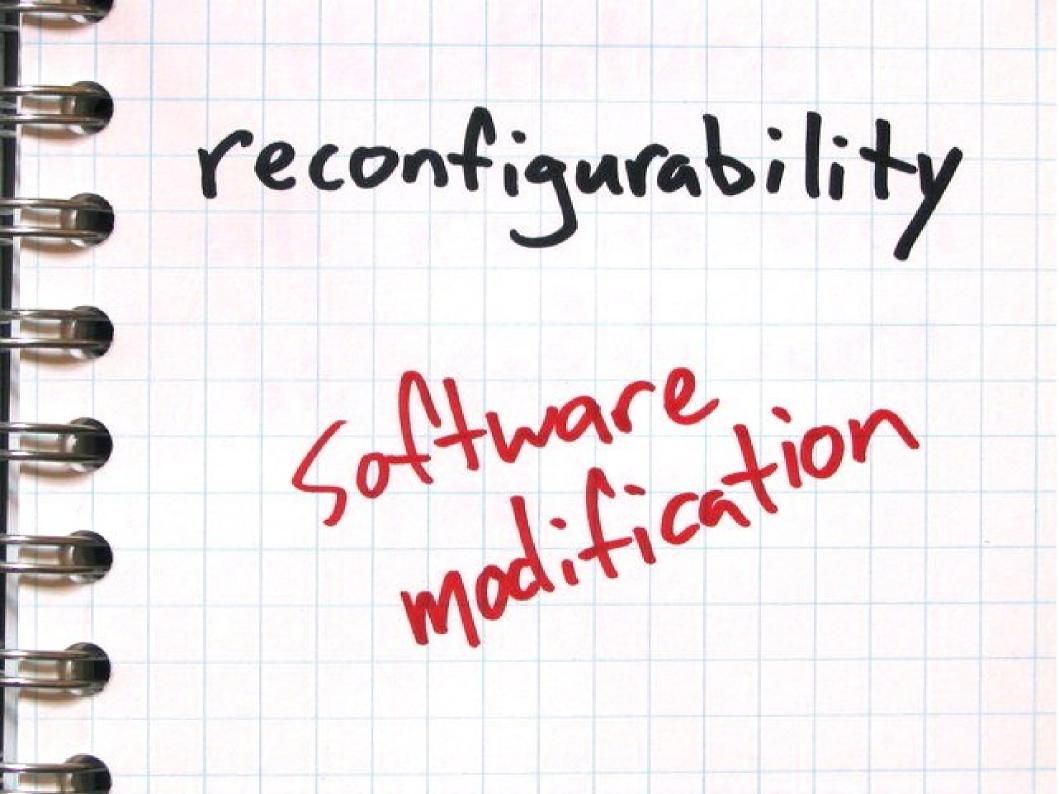


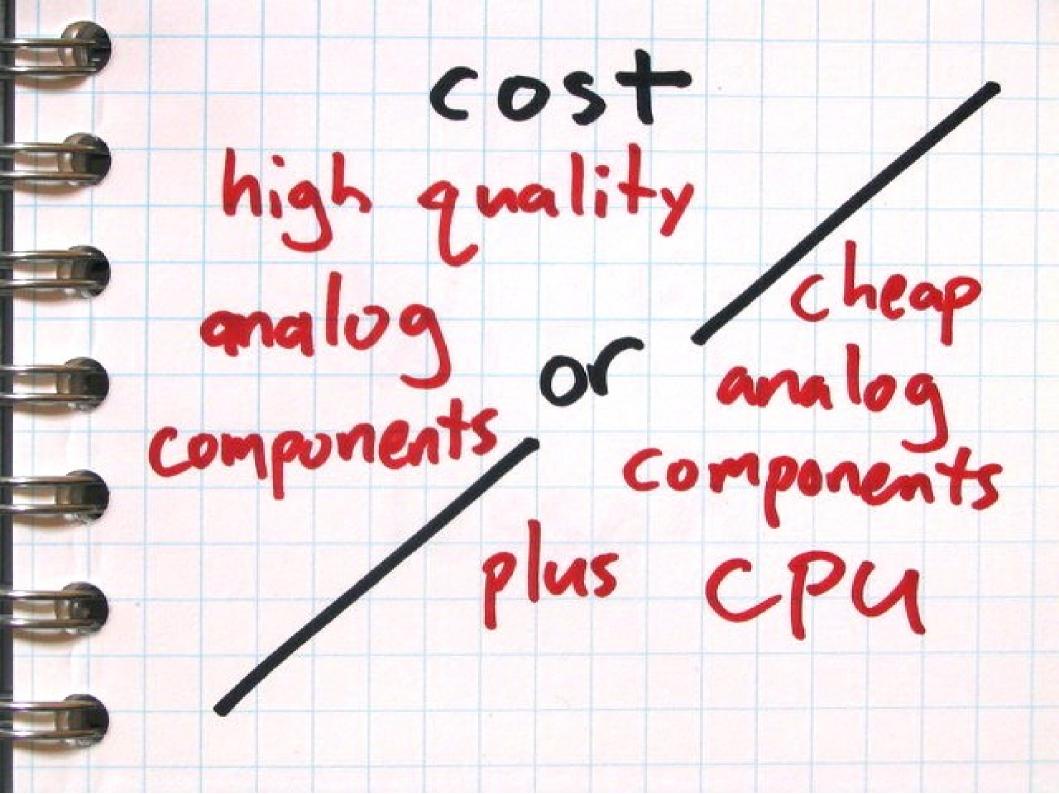
http://ossmann.com/

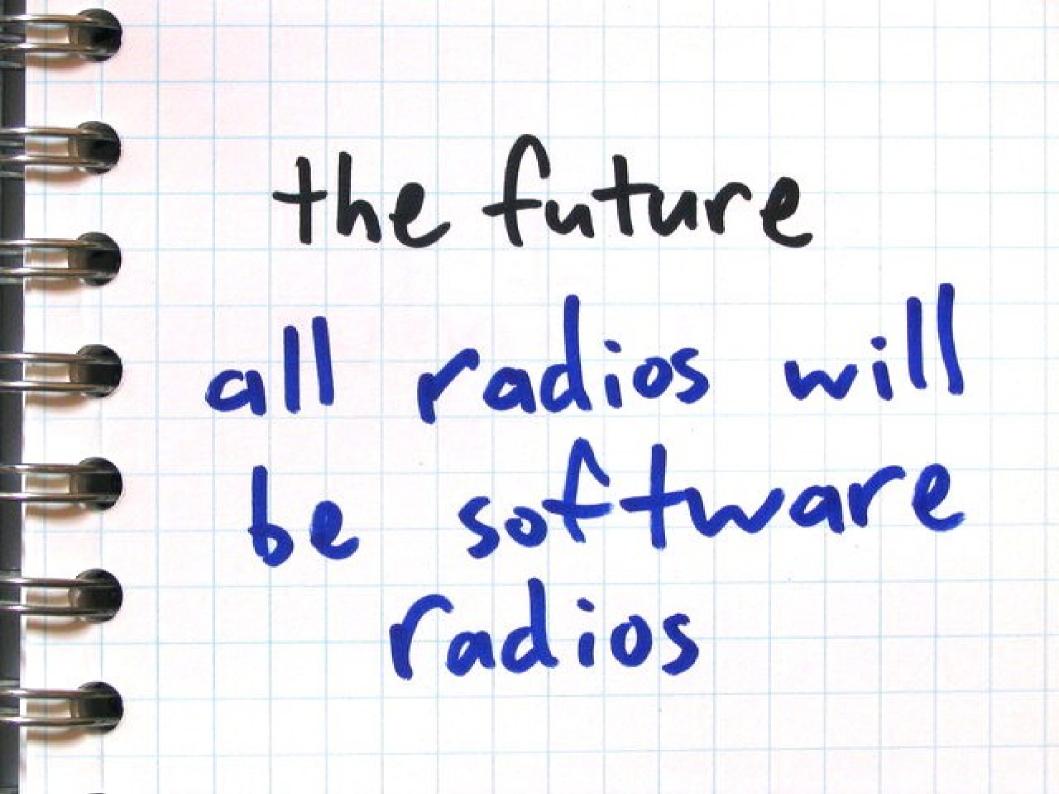
-5h-usa-08/

2. global domination

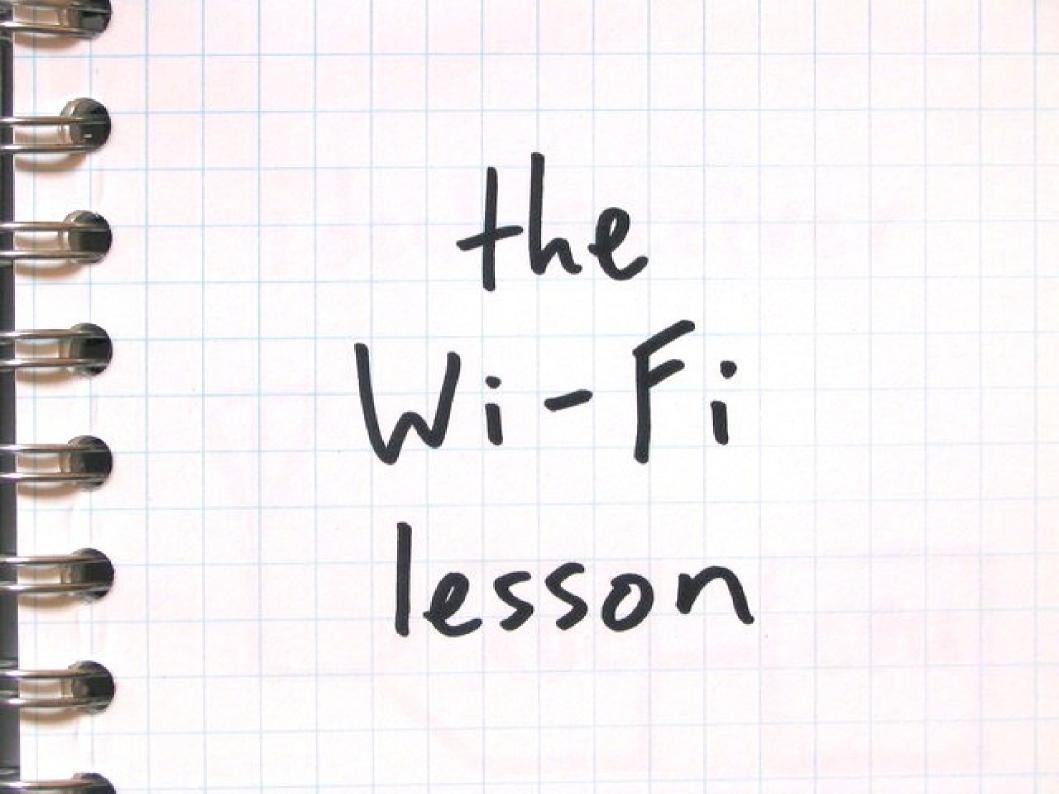


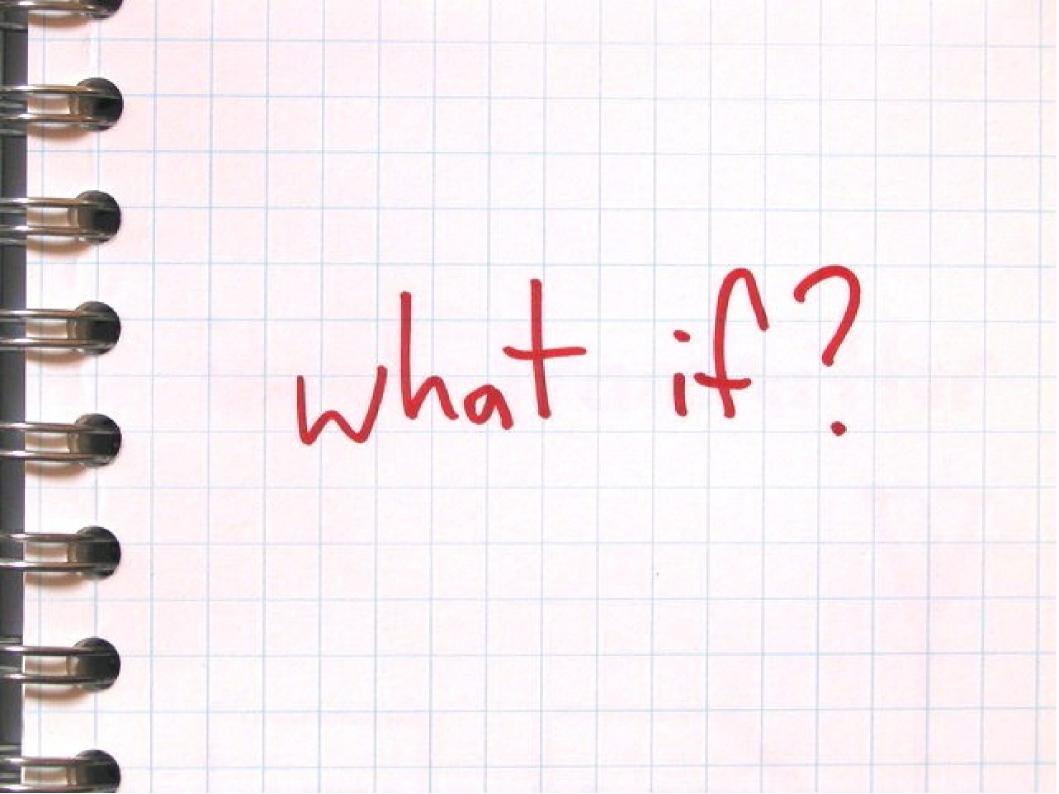




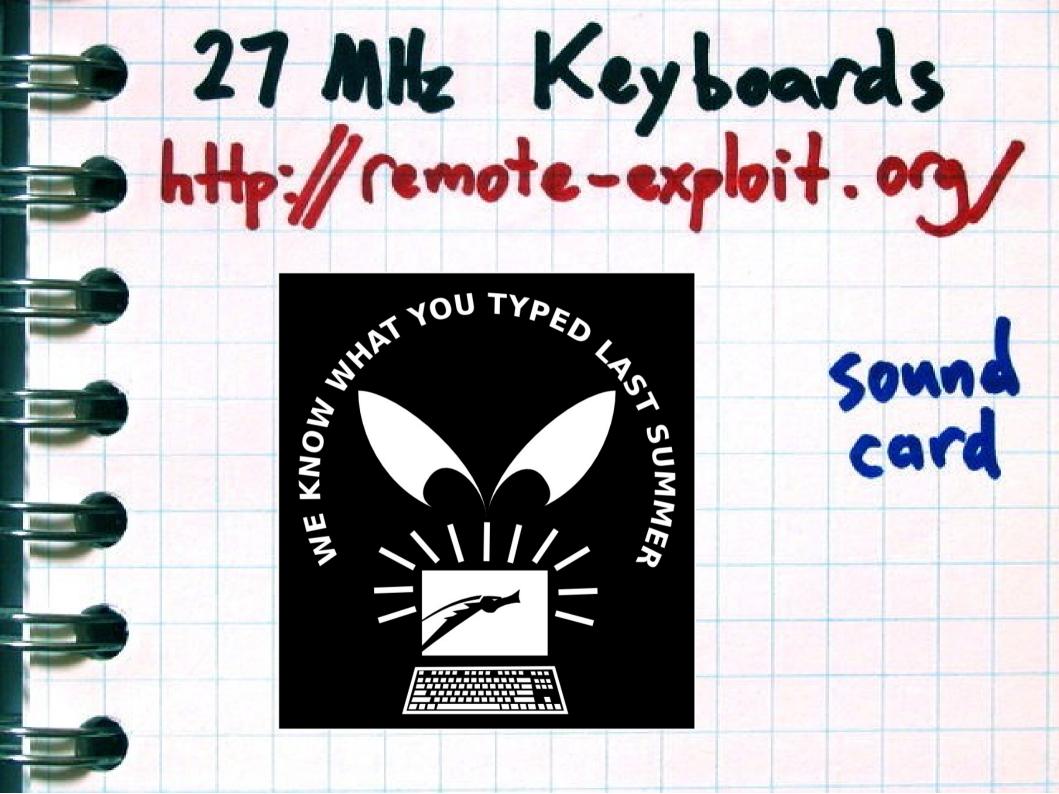


3. security implications

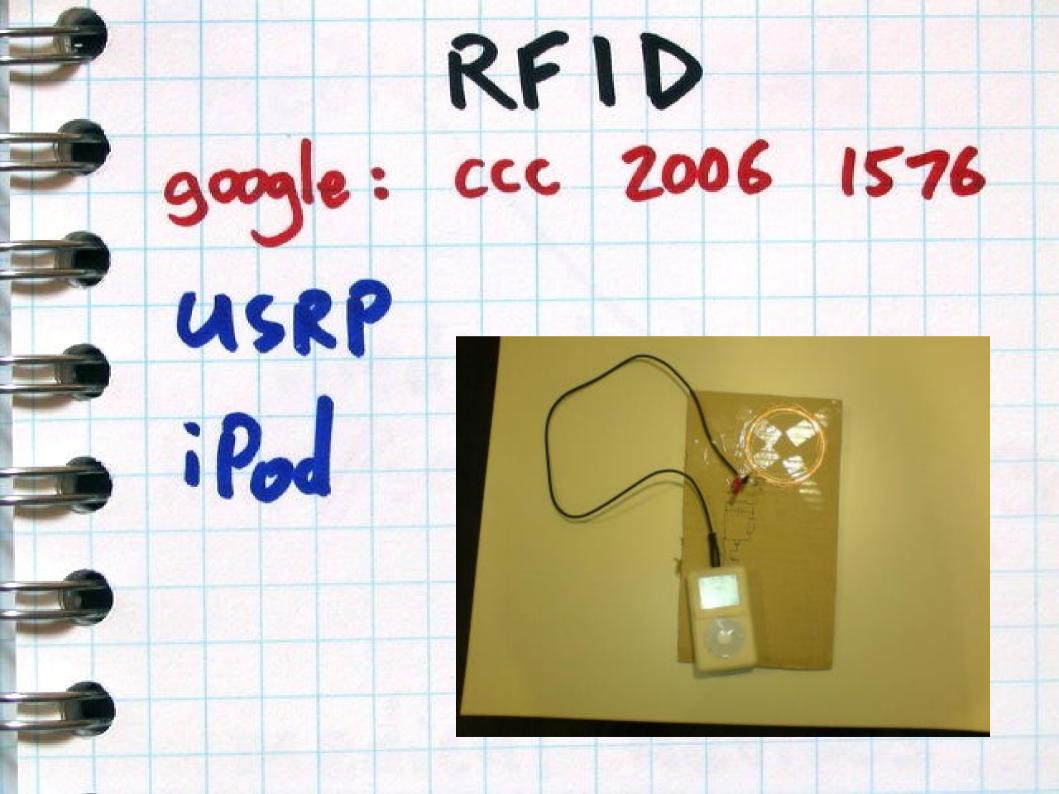


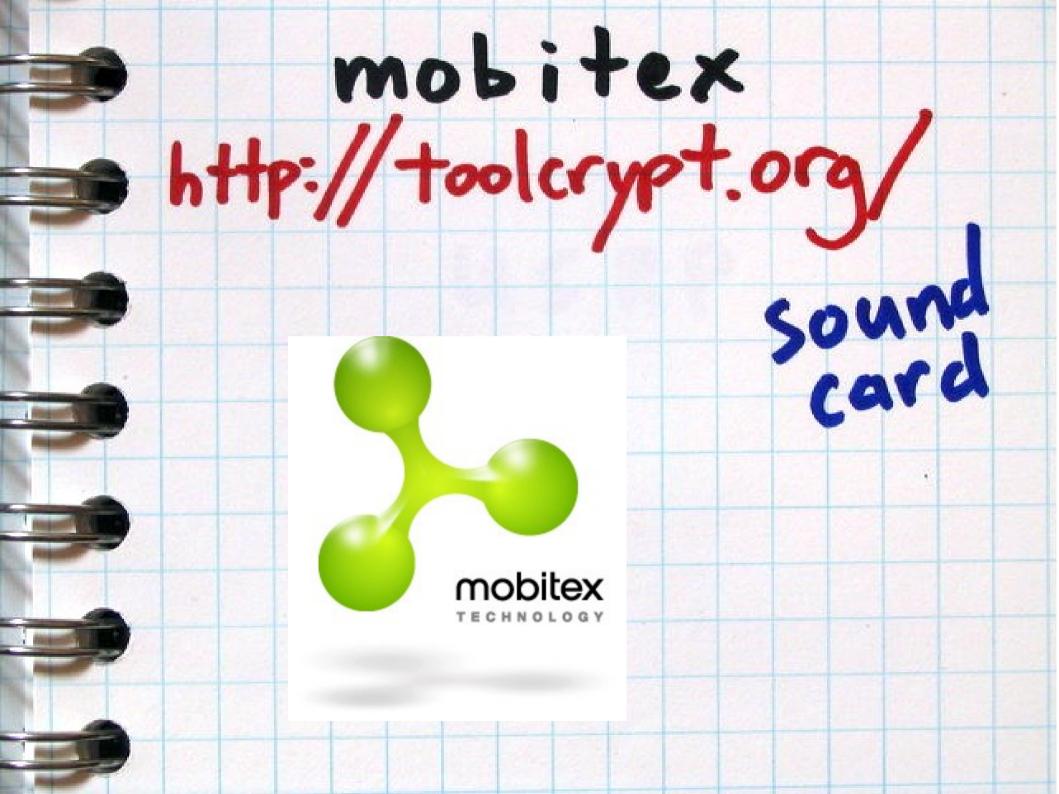


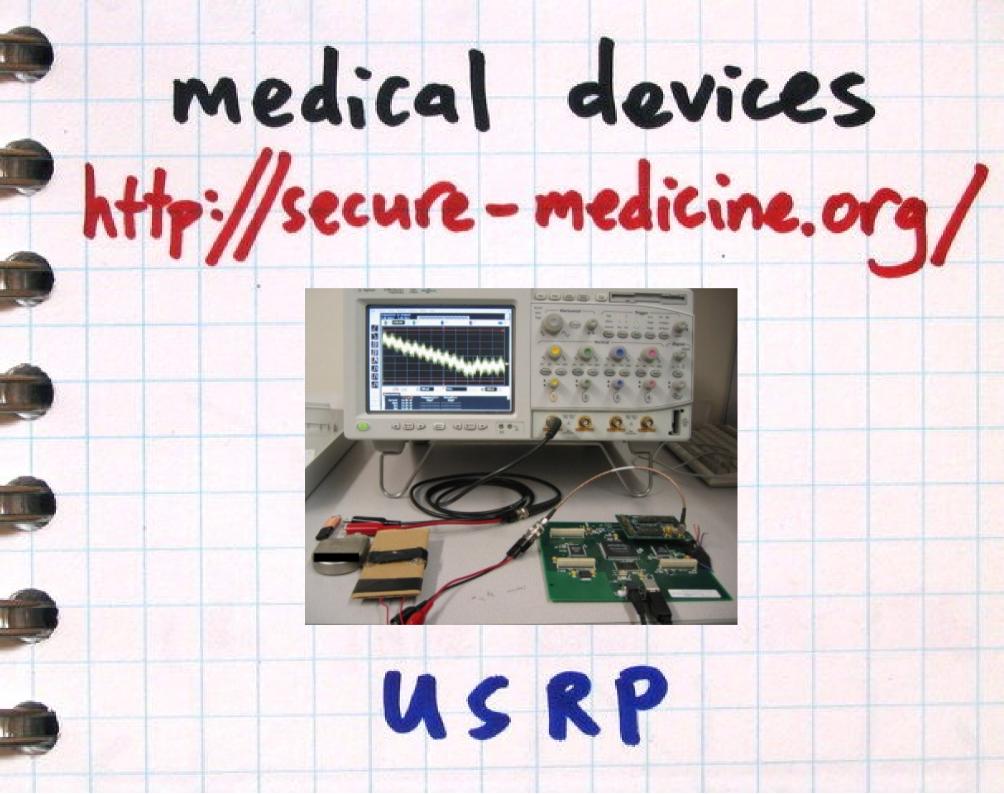


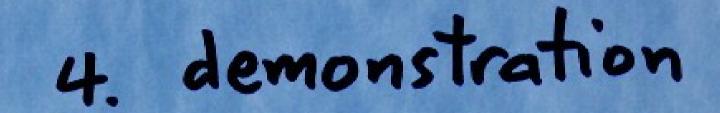






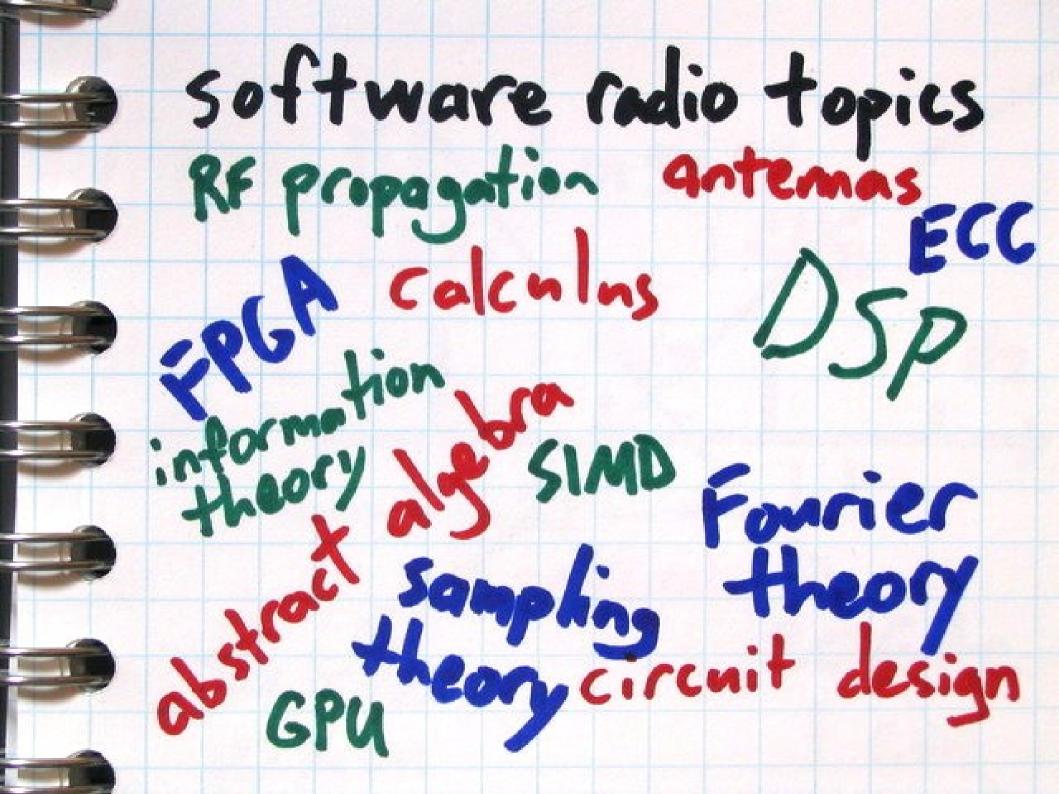


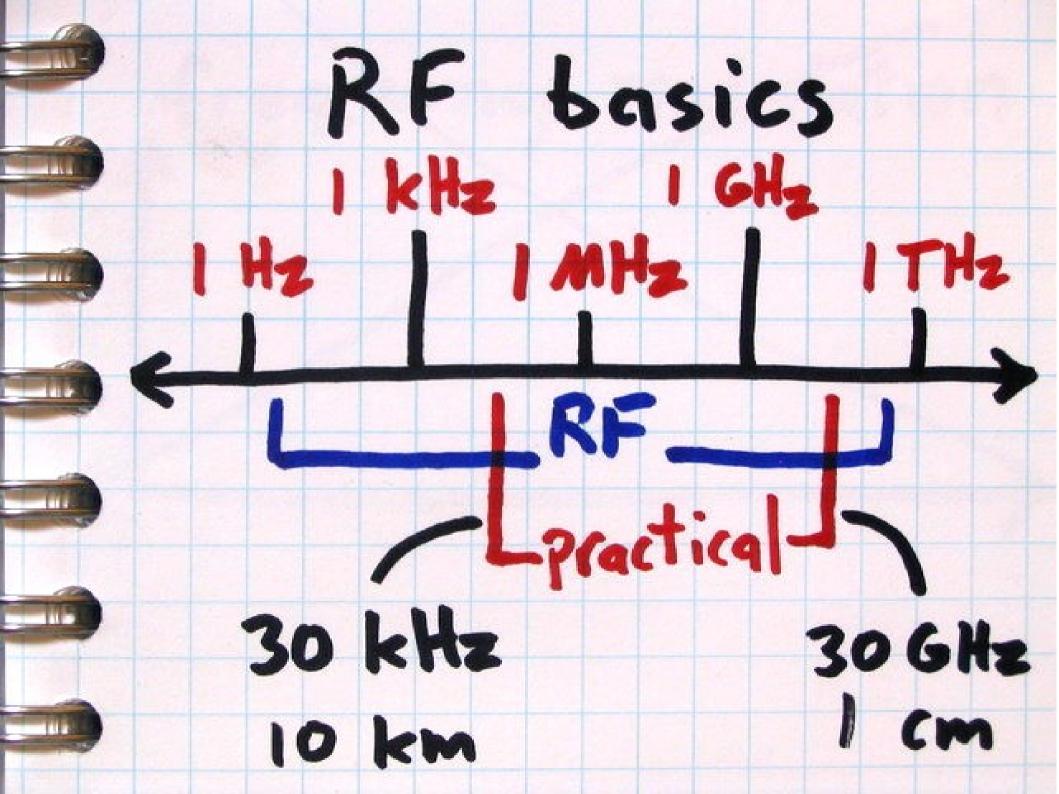


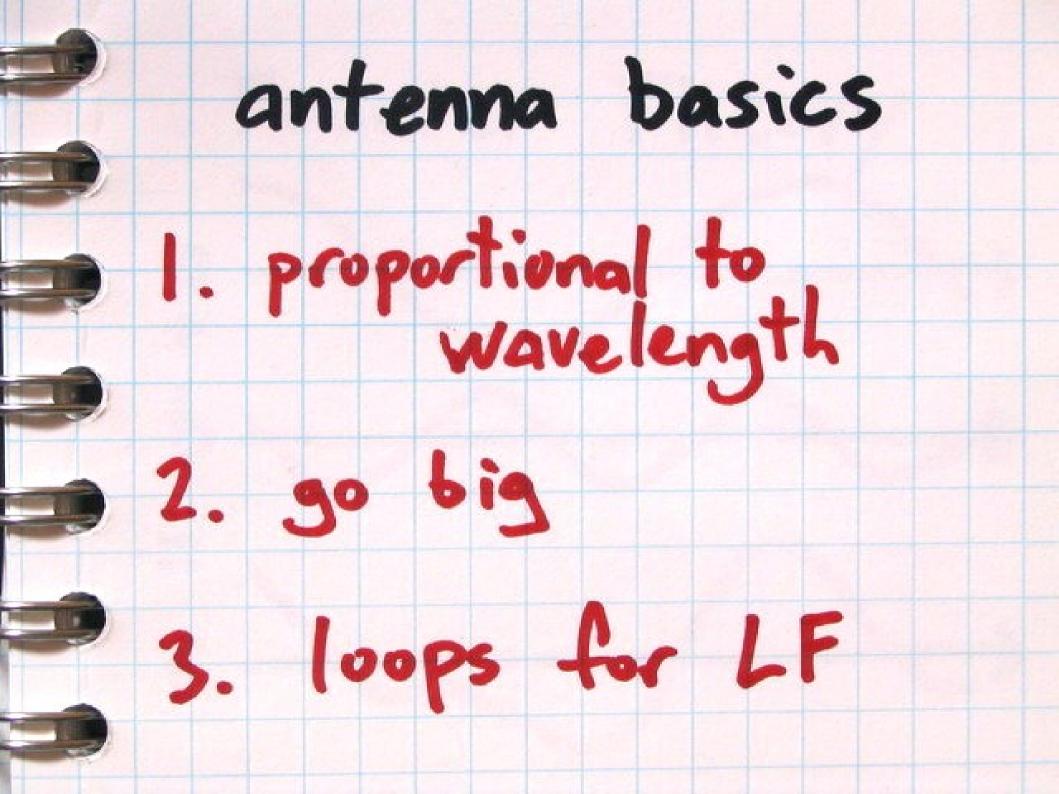


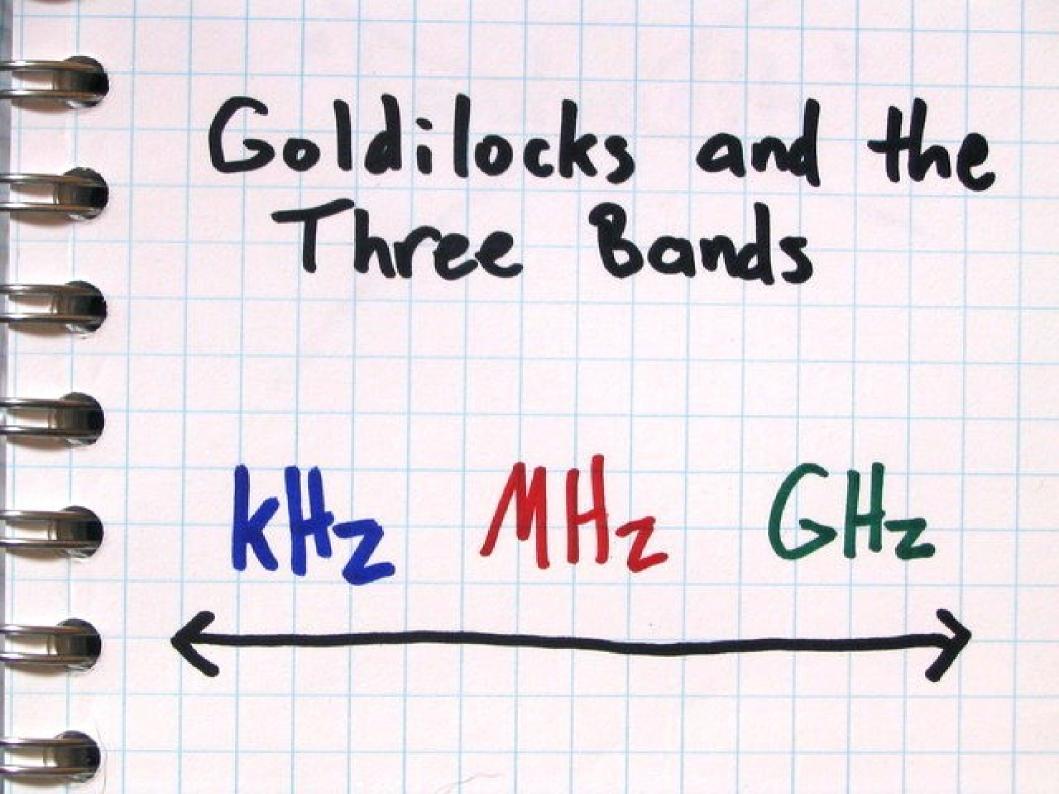
5. radio for software people

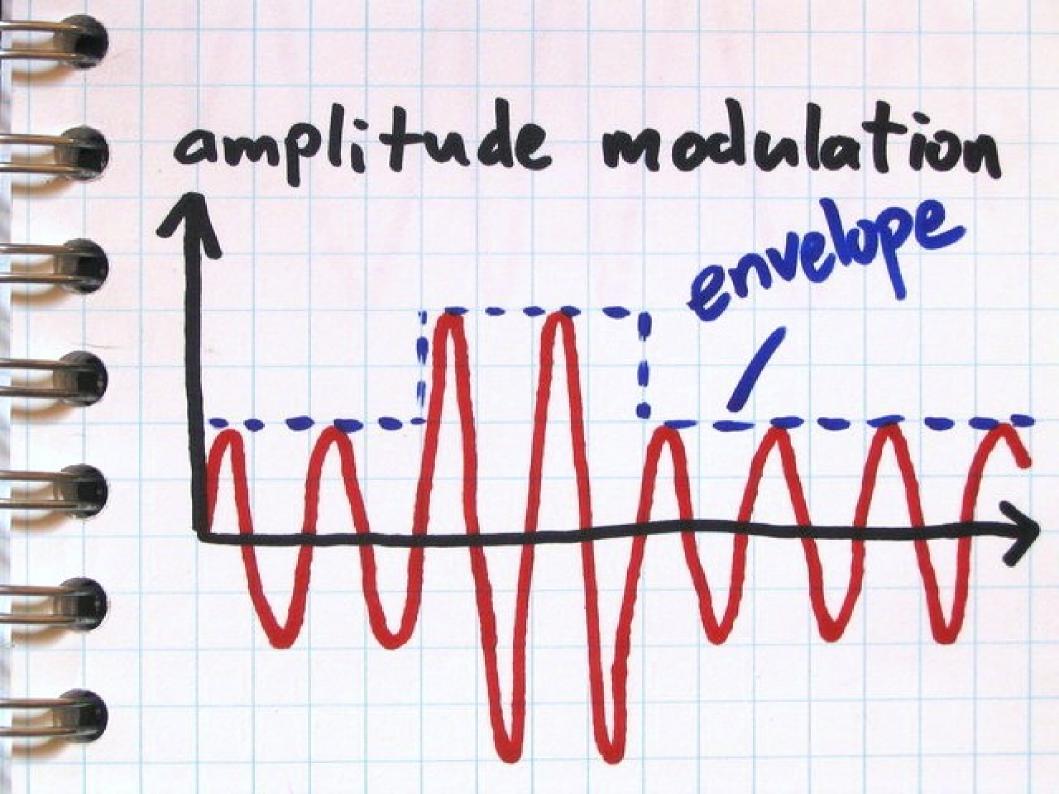
10

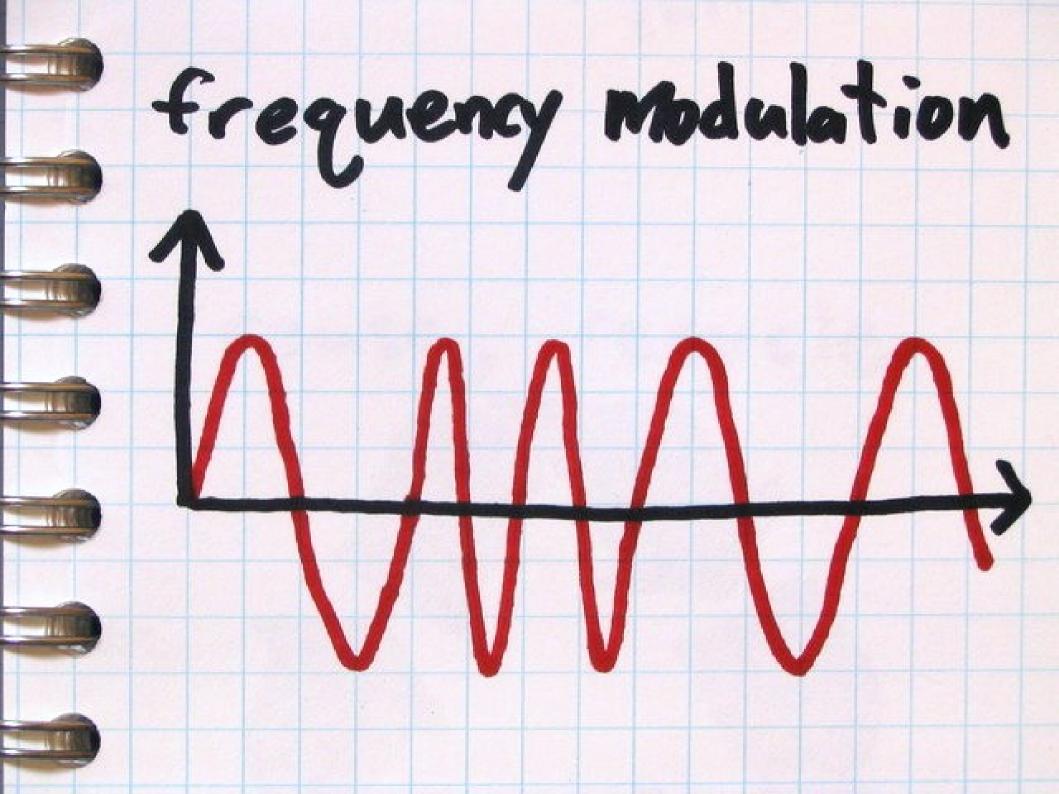


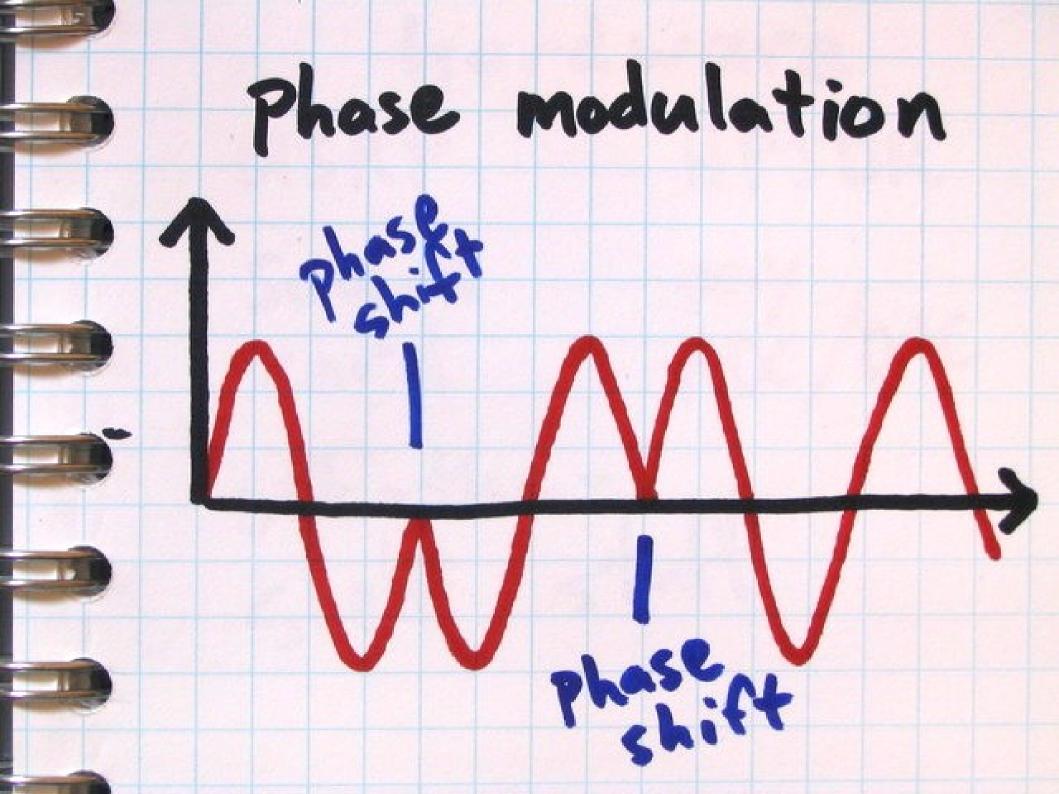


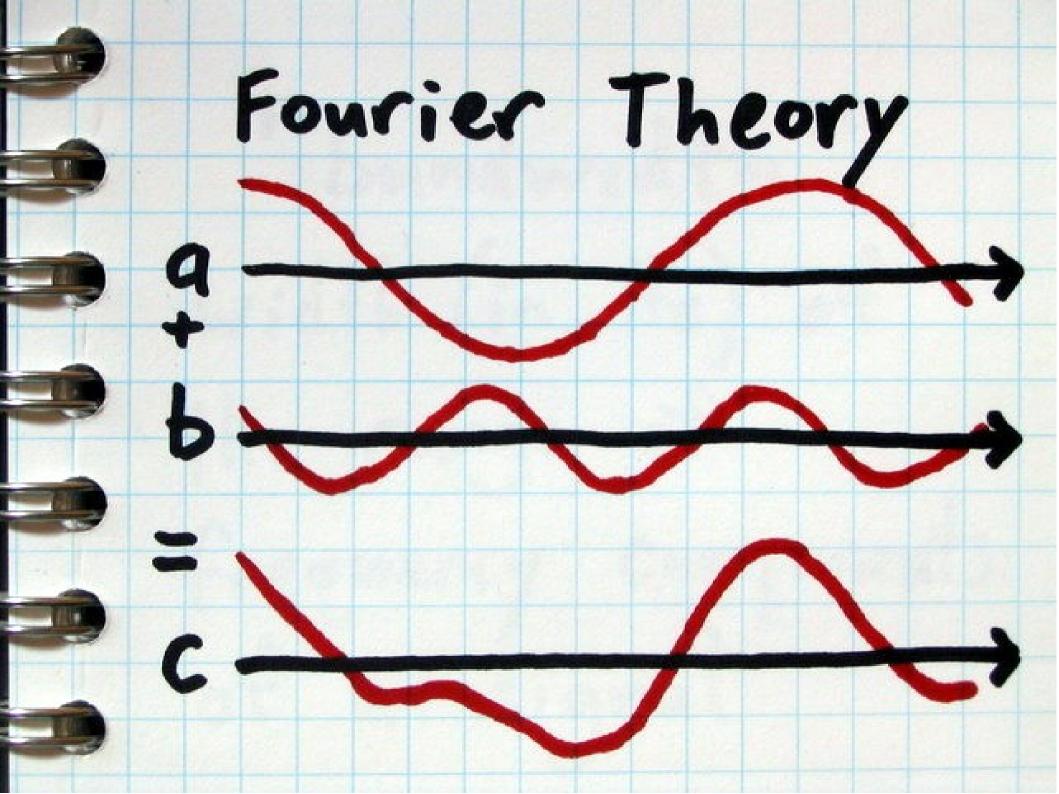


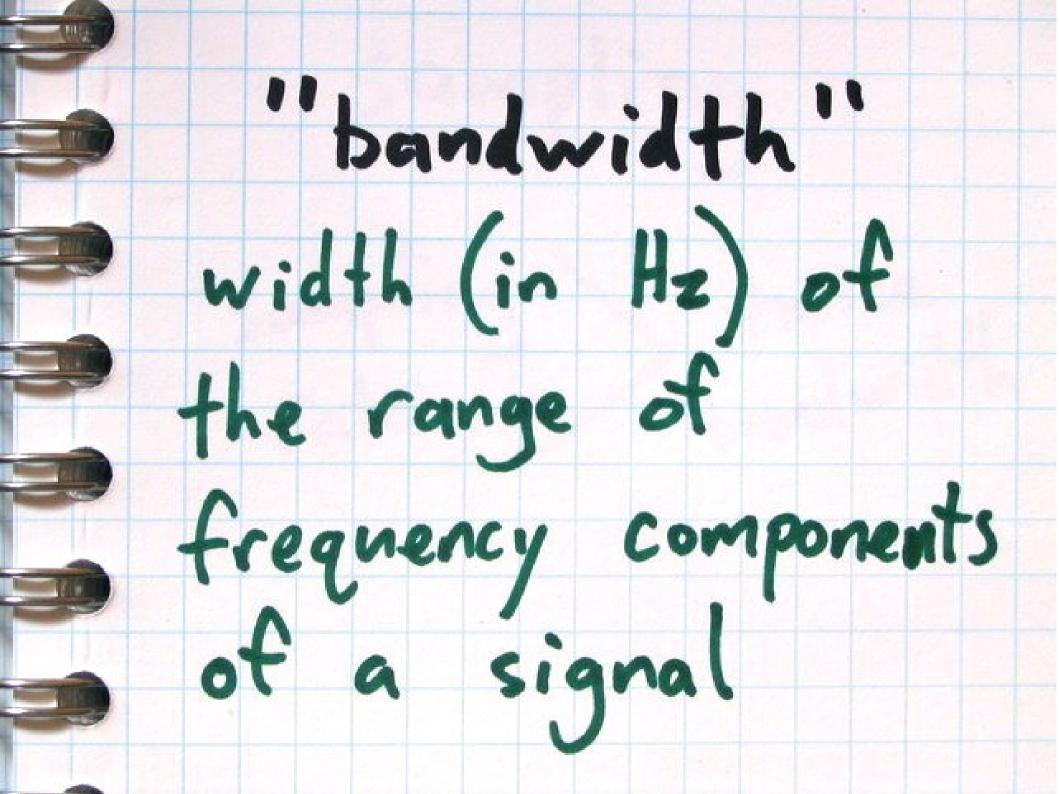


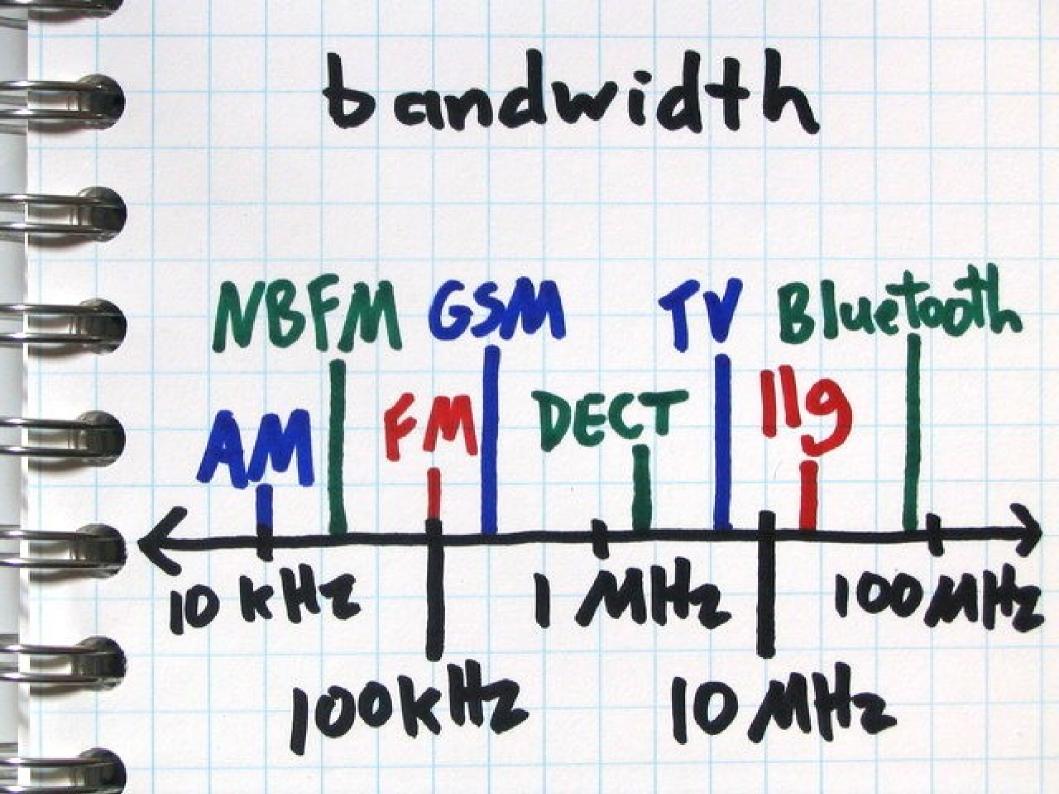


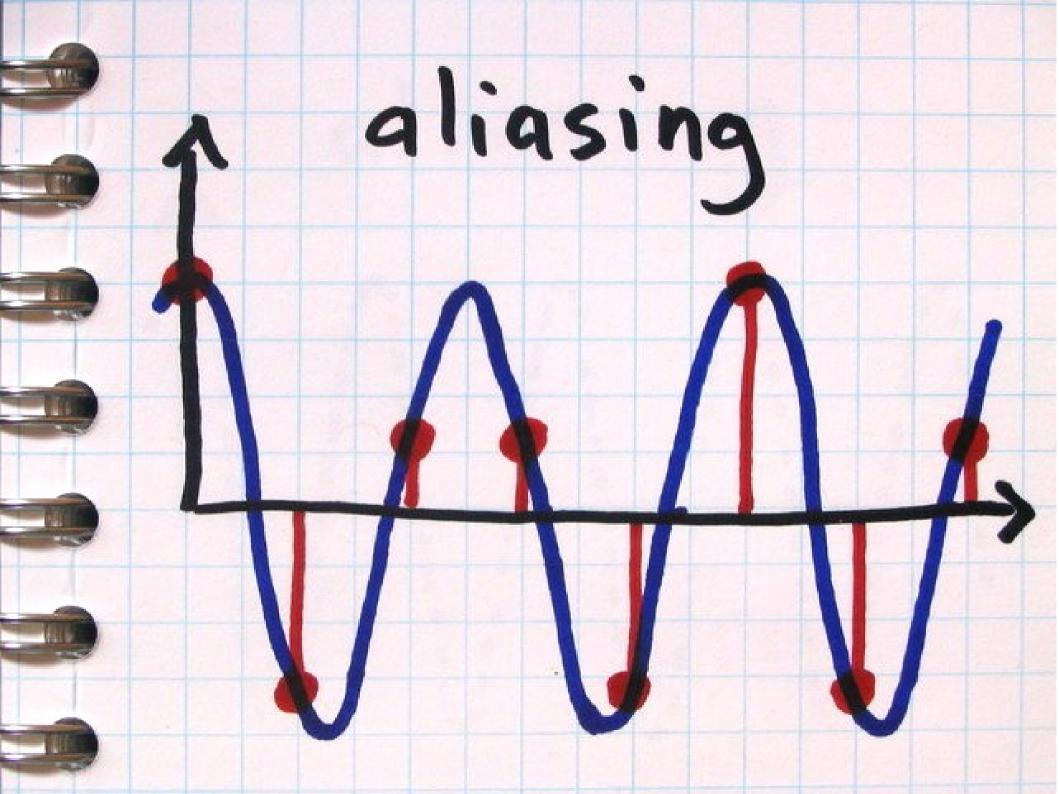


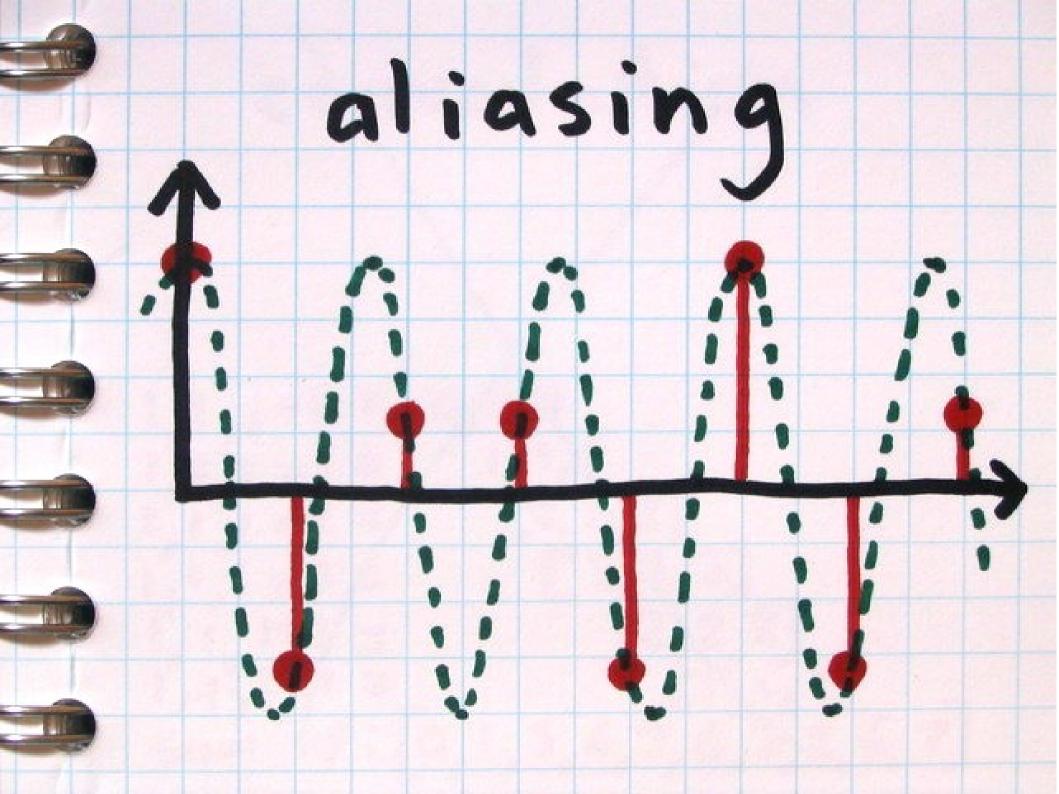


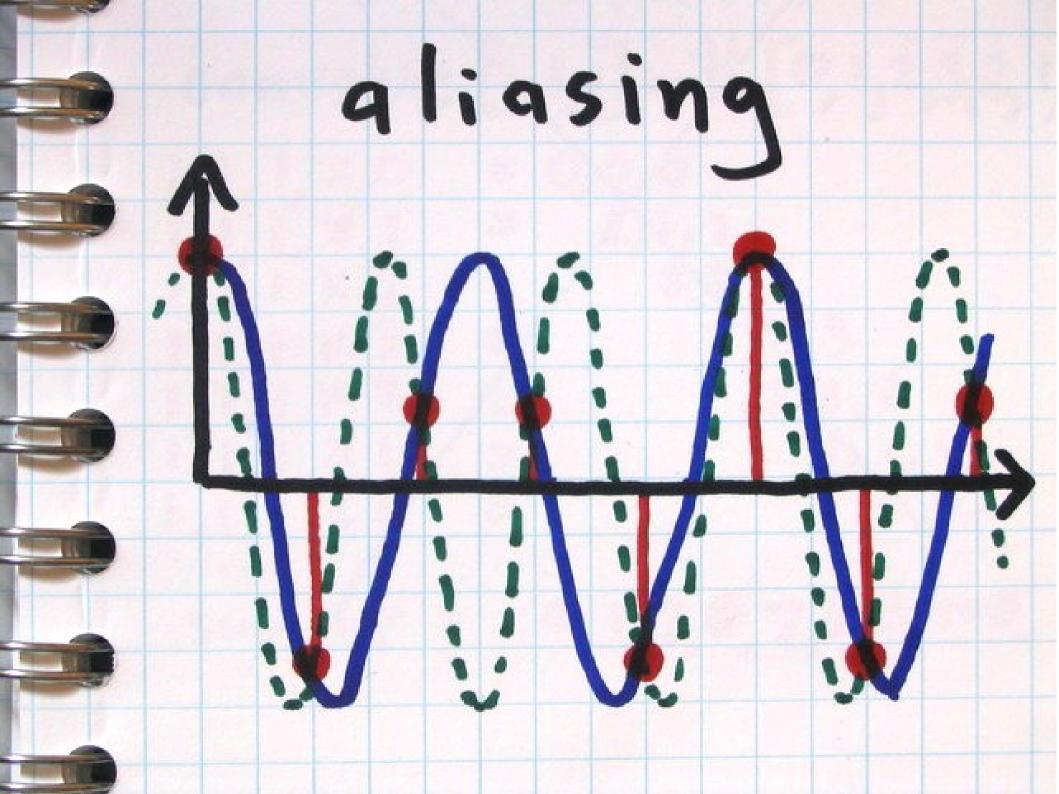


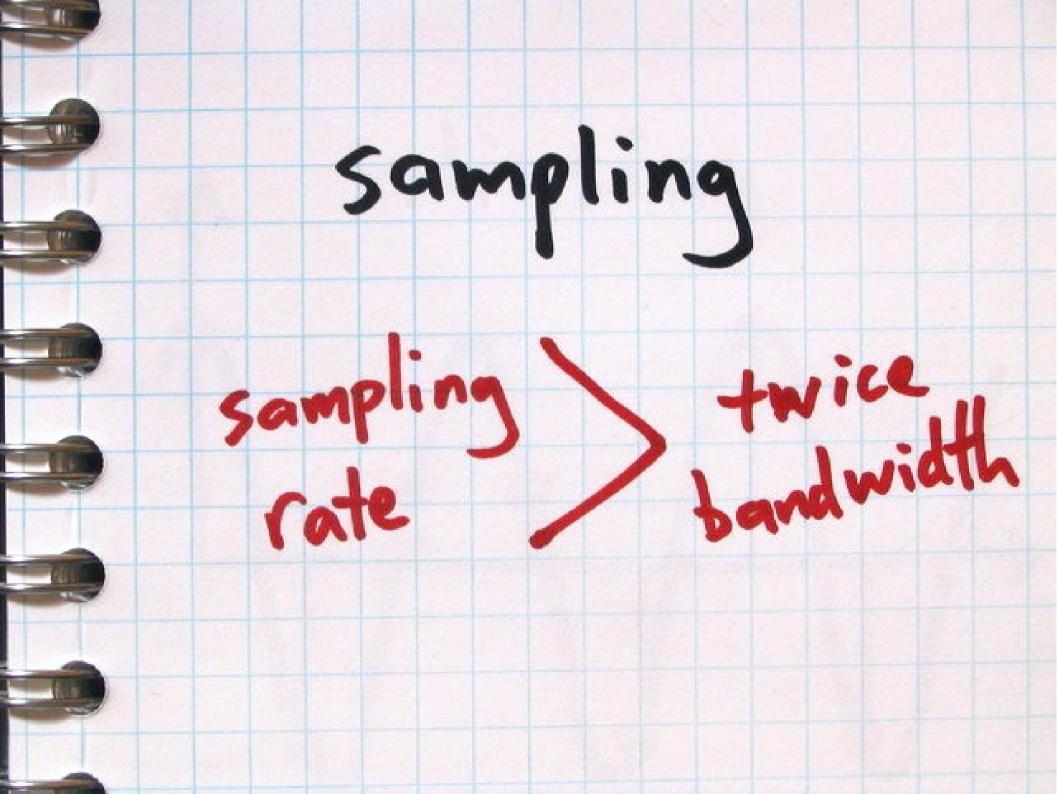


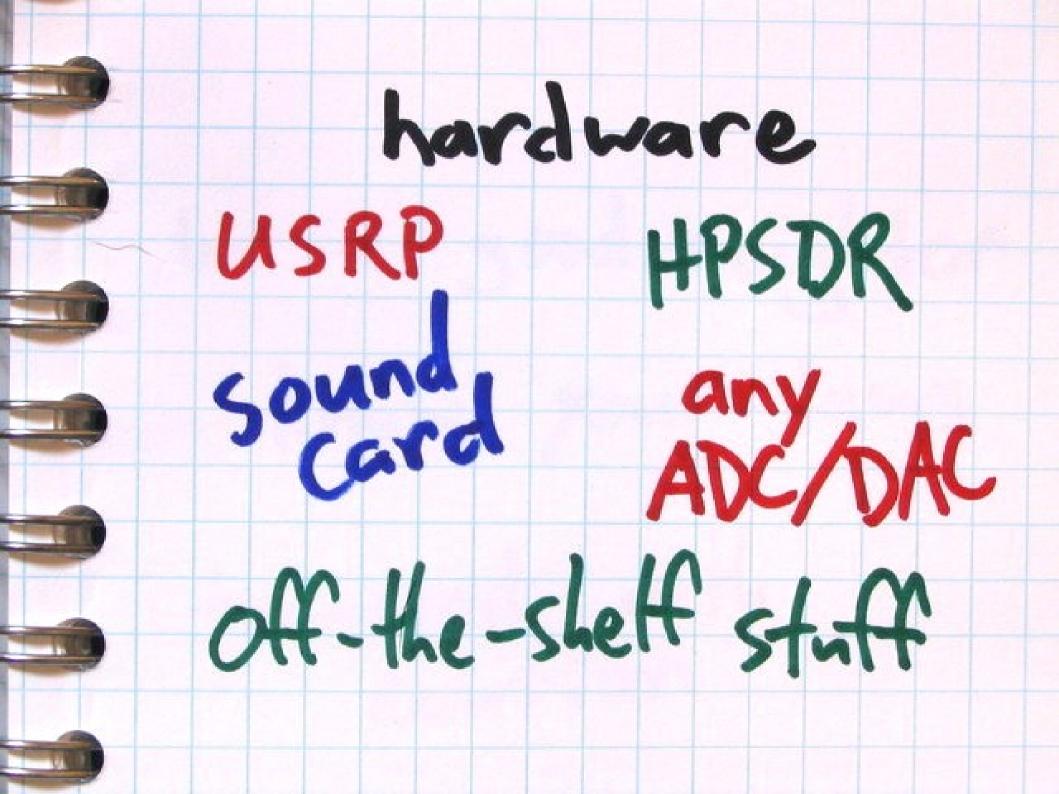


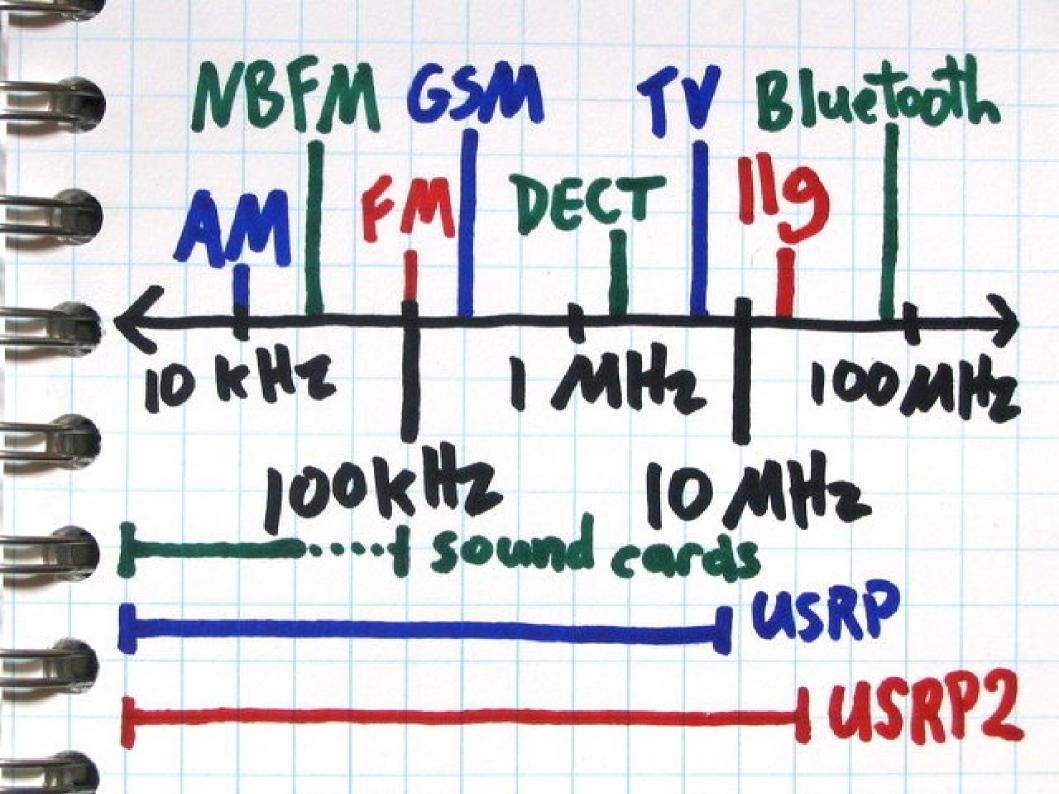


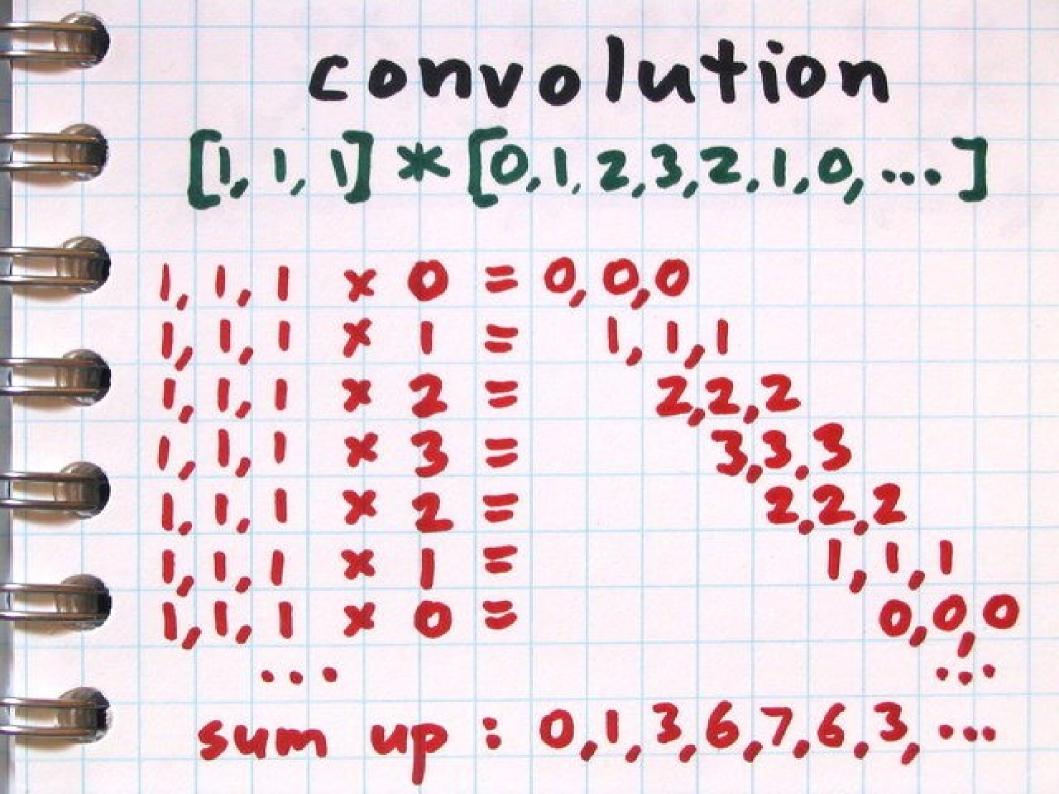


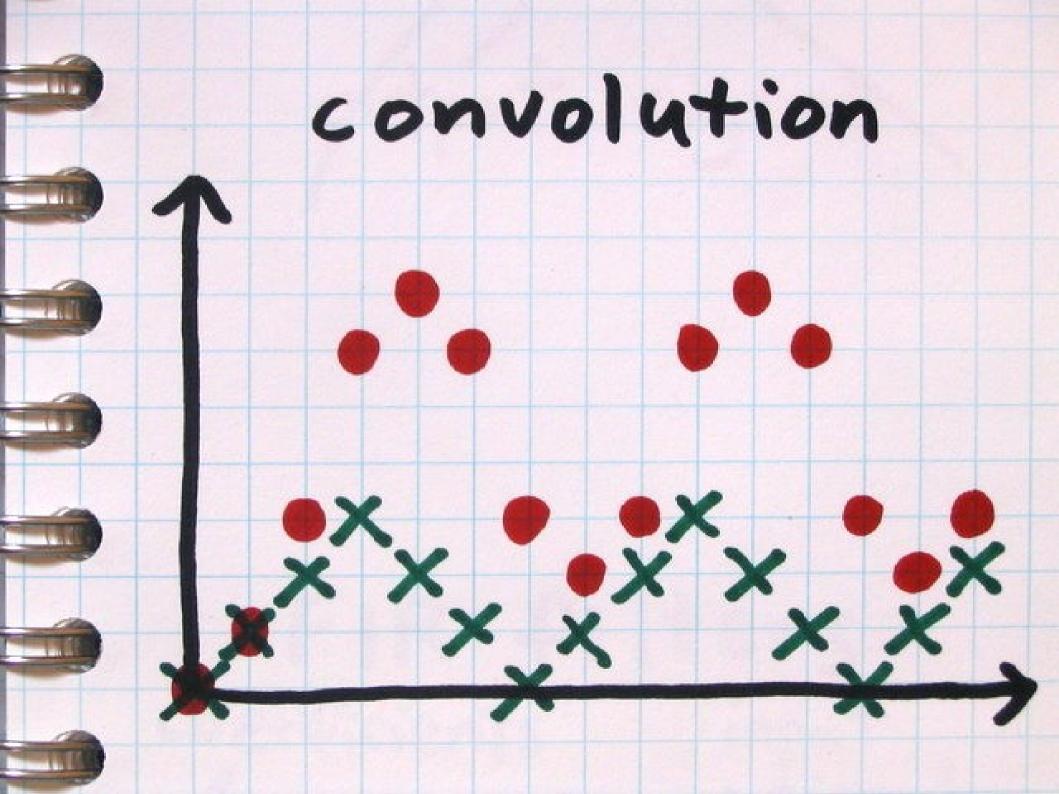


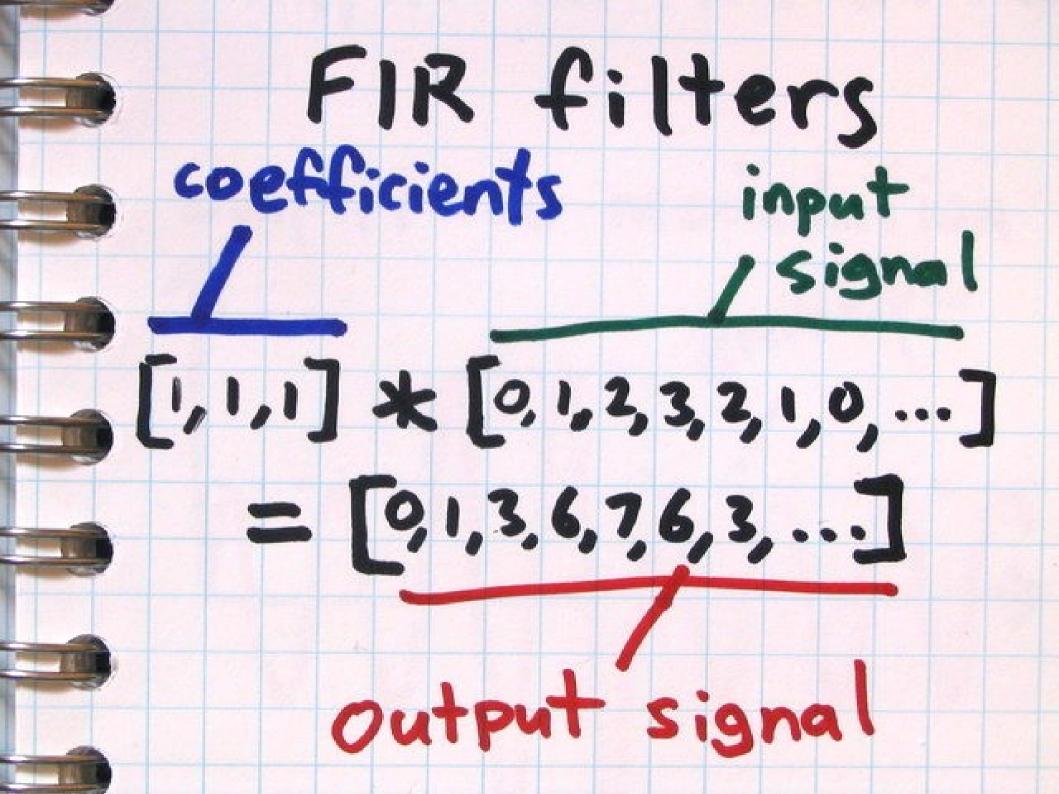


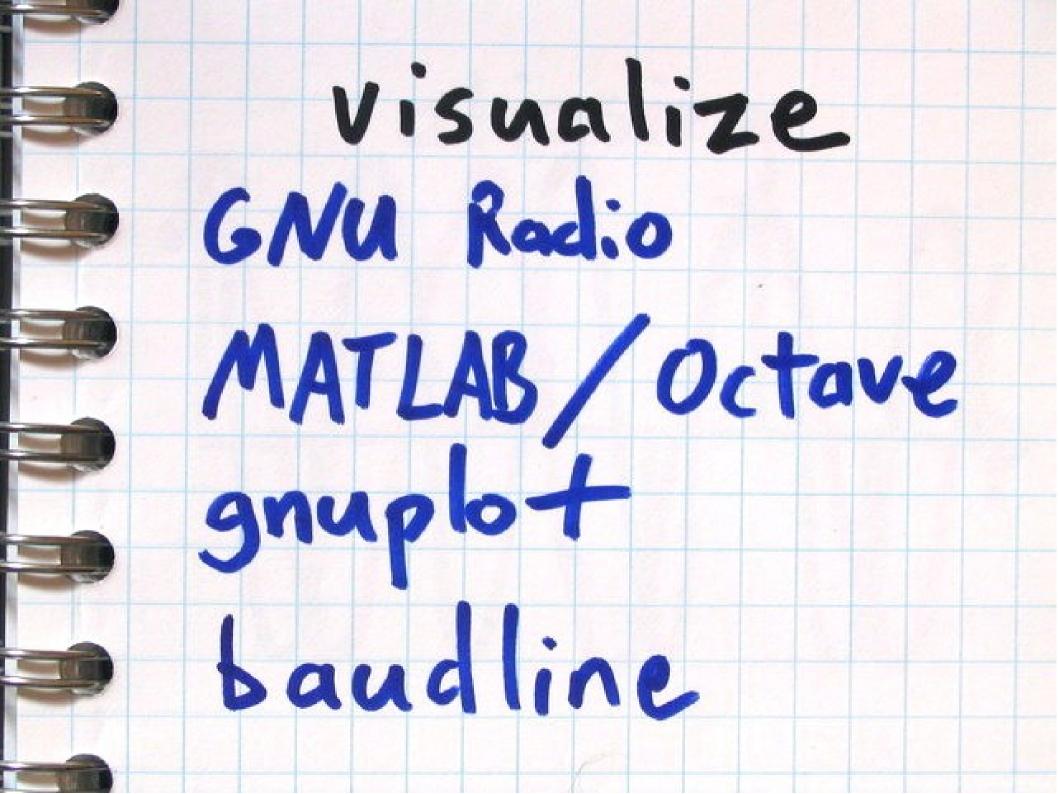






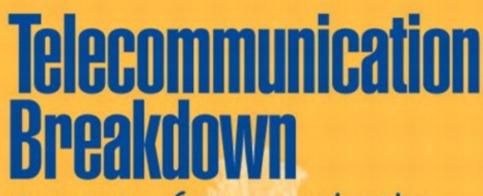






	-5000	-2500	2500	5000	7500 Hz
- 111					
4 0 0 0 1 5 0 0					
5 0 - 0 - 0 -					



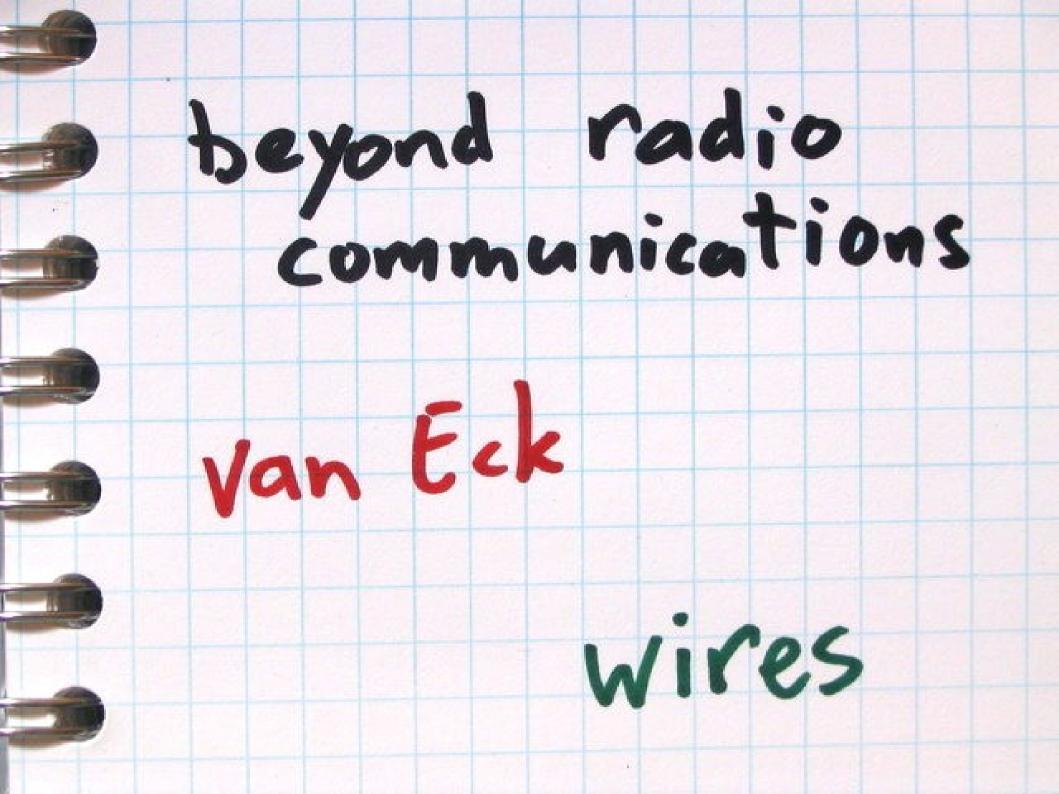


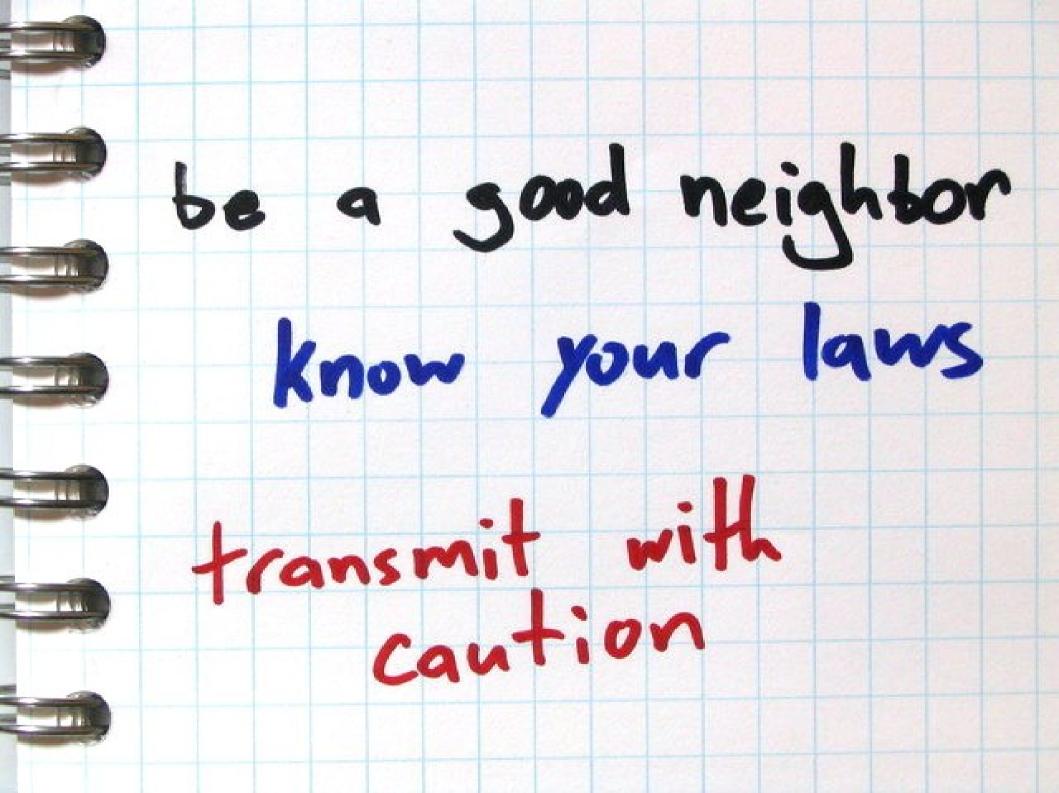
Concepts of Communication Transmitted via Software-Defined Radio

8

2000

C. Richard Johnson Jr. • William A. Sethares





http://ossmann.com/

-Jh-usa-08/

C. R. Johnson, Jr. and W. A. Sethares. Telecommunication Breakdown: Concepts of Communication Transmitted via Software-Defined Radio.

http://eceservo.ece.wisc.edu/~sethares/telebreak.html

The GSM Software Project http://wiki.thc.org/gsm

Max Moser and Phill Schrödel. 27Mhz based wireless security insecurities. http://www.remote-exploit.org/advisories.html

Dominic Spill and Andrea Bittau. BlueSniff: Eve meets Alice and Bluetooth. http://www.usenix.org/event/woot07/tech/full_papers/spill/

Henryk Plötz. RFID Hacking. http://events.ccc.de/congress/2006/Fahrplan/events/1576.en.html

olleB. Mobitex Network Security. http://cansecwest.com/csw08/csw08-olleb.pdf http://www.toolcrypt.org/

Daniel Halperin, et al. Pacemakers and Implantable Cardiac Defibrillators: Software Radio Attacks and Zero-Power Defenses. http://www.secure-medicine.org/icd-study/icd-study.pdf

GNU Radio: the gnu software radio. http://gnuradio.org/trac

The Universal Software Radio Peripheral (USRP). http://www.ettus.com/

High Performance Software Defined Radio. http://hpsdr.org/

baudline signal analyzer. http://www.baudline.com/

MATLAB.

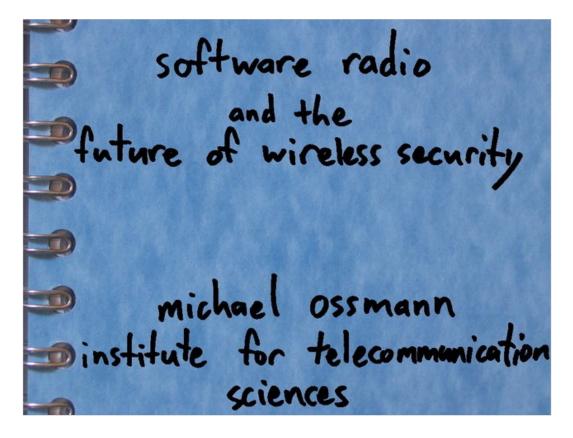
http://www.mathworks.com/

GNU Octave.

http://www.gnu.org/software/octave/

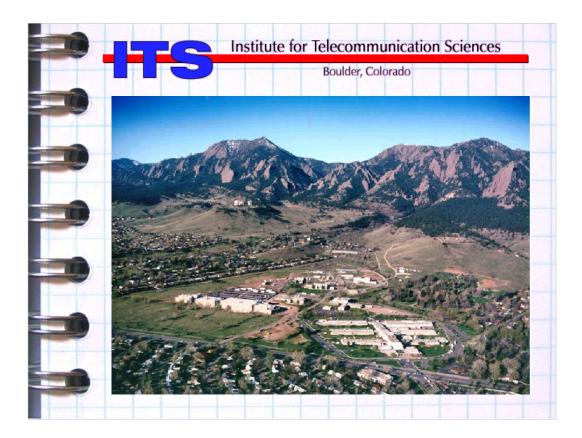
OP25. A software-defined analyzer for APCO P25 signals.

http://sedition.org.au/op25



Software Radio and the Future of Wireless Security

Michael Ossmann Institute for Telecommunication Sciences This presentation is an outgrowth of work done under contract to the Institute for Telecommunication Sciences and does not represent the views or policies of the United States federal government.



My name is Michael Ossmann. I work for the Institute for Telecommunication Sciences at the Boulder Labs in Colorado.



ITS is part of the National Telecommunications and Information Administration.



The NTIA is part of the United States Department of Commerce.



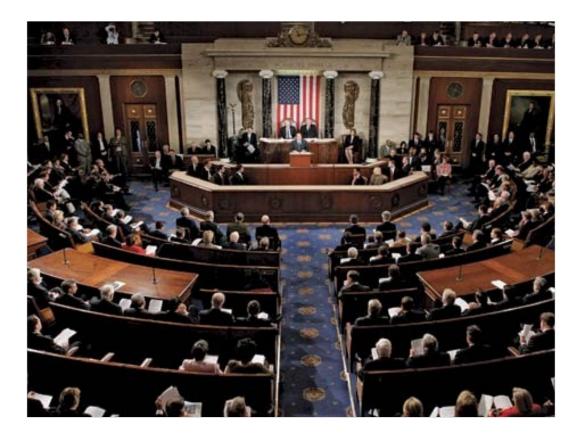
I work primarily on public safety wireless communication security, and my work is funded by the Office of Law Enforcement Standards of the National Institute of Standards and Technology.



NIST is also part of the Department of Commerce.

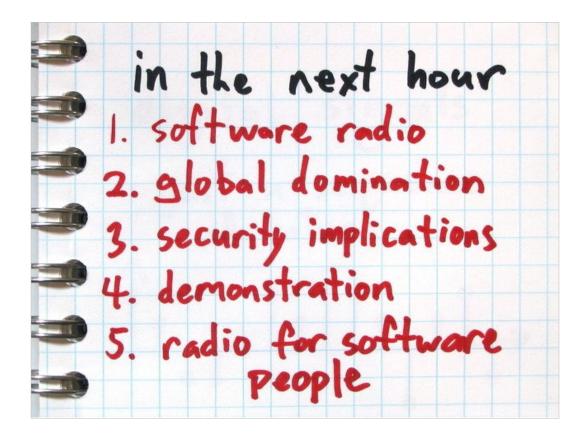


NIST's funding for my work comes from the Department of Homeland Security's Office for Interoperability and Compatibility.



DHS gets its money from these guys





in the next hour

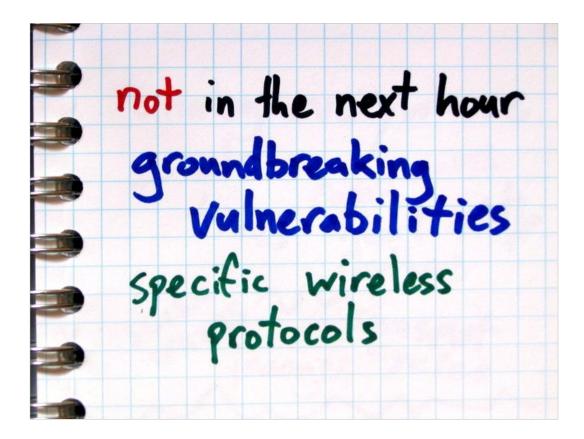
what is software radio?

why is software radio taking over the world?

what does this mean for the future of wireless security research?

demos

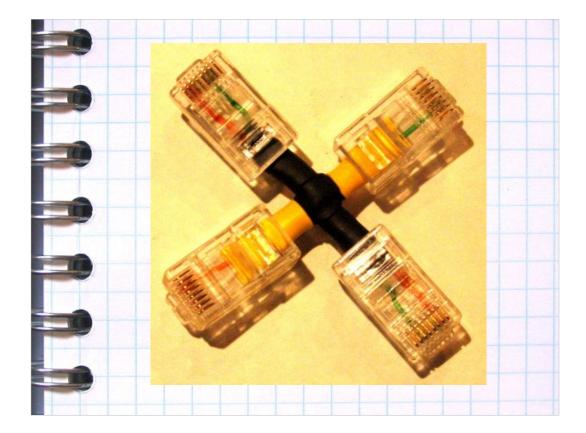
how can I get started with software radio tools today? (radio for software people)

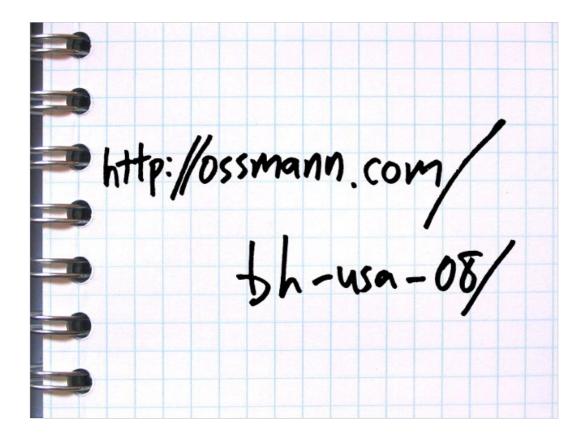


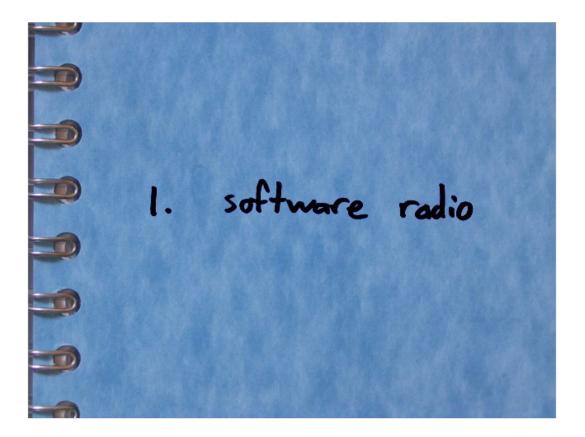
not in the next hour

groundbreaking vulnerabilities specific wireless protocols







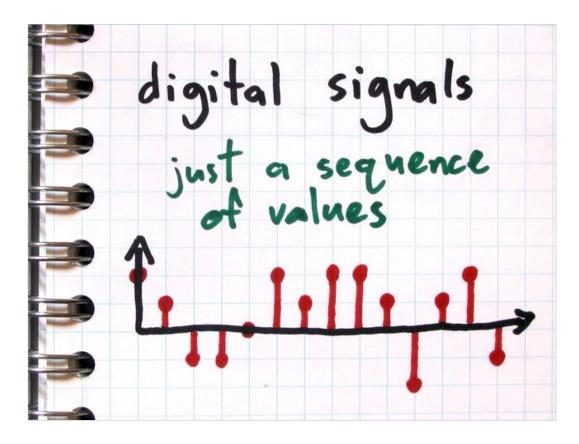


1. what is software radio?



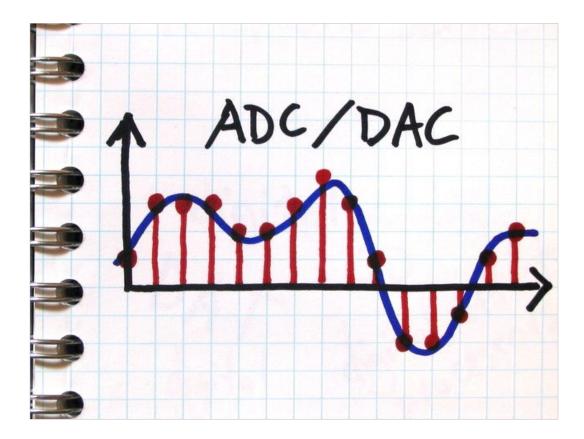
analog signals surround us

sounds images radio waves tides heart rhythms seismic waves anything that changes over time



digital signals

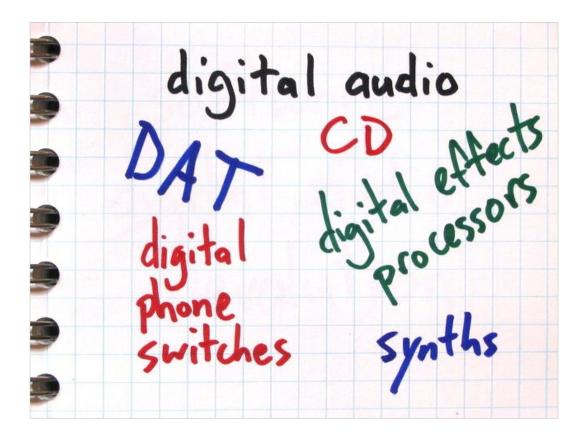
a digital signal is simply a sequence of values analog signals can be sampled to produce digital signals





the digital audio revolution

once upon a time, all sound was analog: vinyl records analog tape analog synthesizers analog effects Plain Old Telephone Service



the digital audio revolution

the revolution began slowly: Digital Audio Tape (DAT) Compact Discs (CDs) digital synthesizers digital effects digital telephone switches individual digital components replaced traditional analog components professional equipment used by professionals



the digital audio revolution

then the explosion:

hard disc recording

home recording studios

MP3

peer to peer (Napster, Skype, etc.)

analog modeling digital synthesizers

personal computers delivered professional audio tools to the masses today:

many of today's hits are recorded in home studios

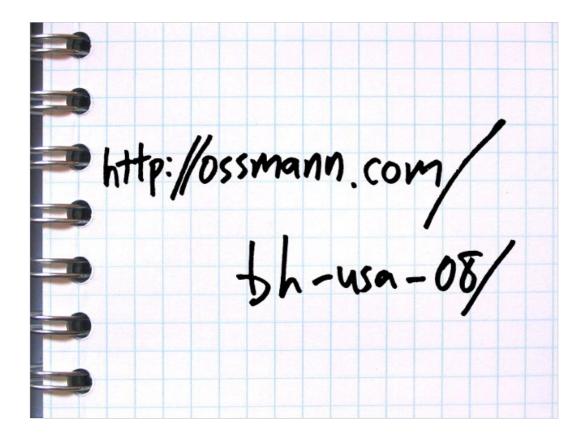
old school record labels struggle to compete with new distribution channels

VoIP services challenge incumbent telephone companies



why the explosion?

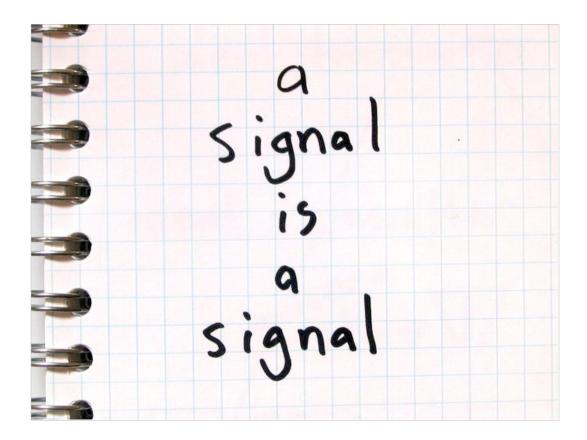
digital audio circuitry had existed for many years personal computers enabled wide distribution of software-based digital audio processing digital audio brought incremental change, but **software audio** was the true revolution





digital radio

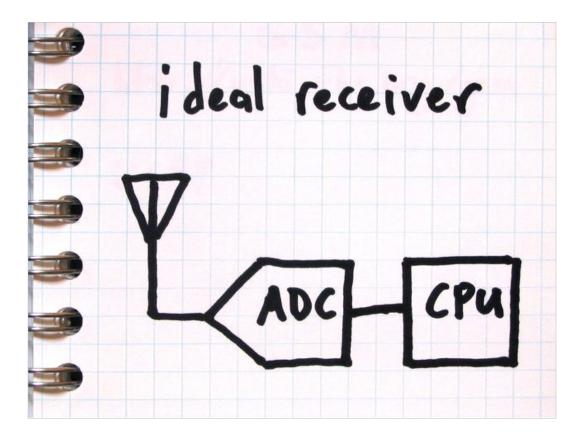
nearly every recent radio technology is digital: 802.11 HD radio and TV mobile phones Bluetooth



software radio

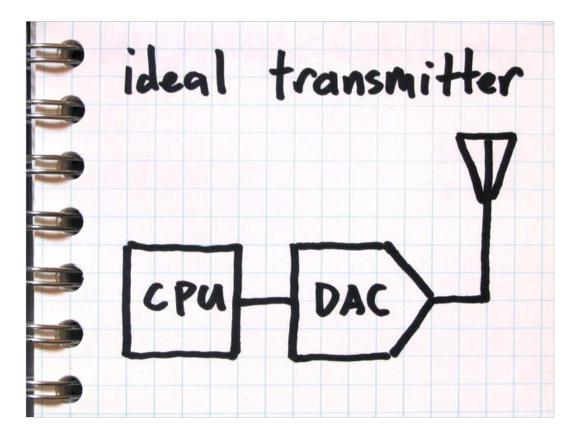
a signal is a signal (if it can be done with audio, it can be done with radio) personal computers are now fast enough for many

radio processing functions



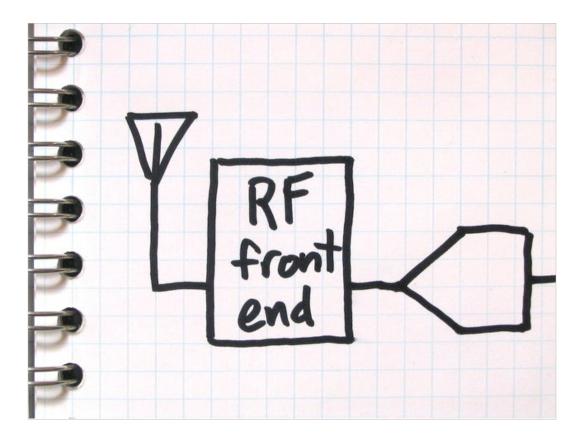
ideal software radio receiver

antenna -> ADC -> CPU



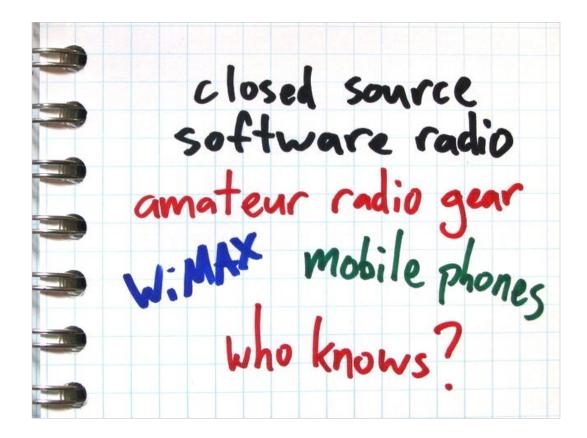
ideal software radio transmitter

CPU -> DAC -> antenna



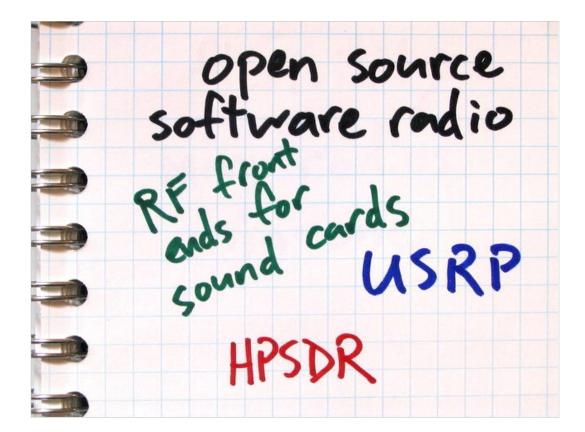
practical software radio

RF front end (analog circuit) is typically required frequency conversion amplification filtering bias



software radio products

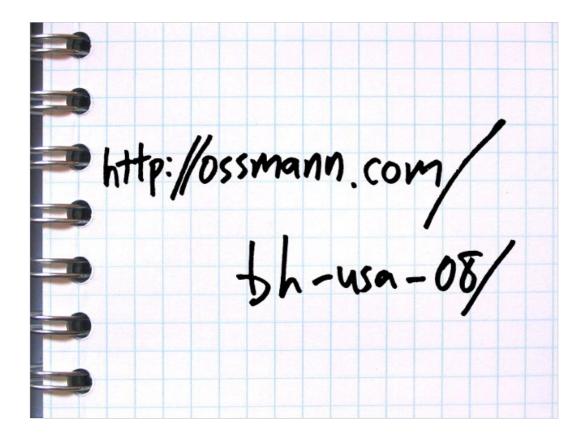
more and more closed source commercial devices use software (or firmware) radio techniques amateur radio equipment WiMAX equipment mobile phone base stations a few mobile phones several commercial software radio products for PCs most are RF front ends for sound cards

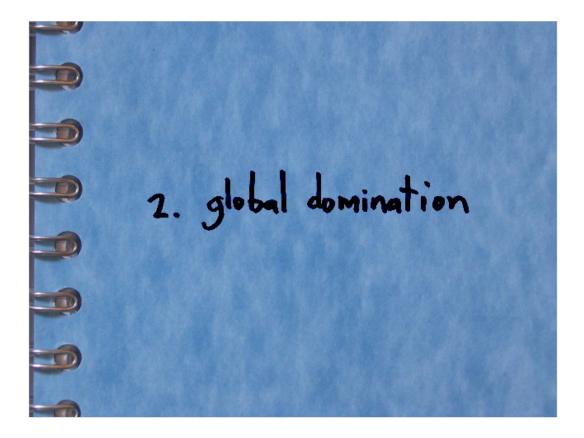




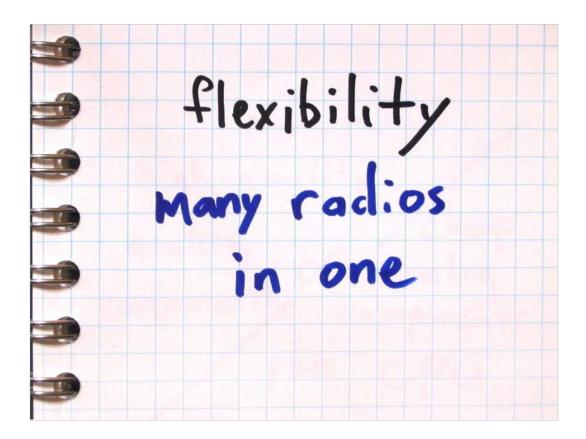
The Universal Software Radio Peripheral (USRP) http://www.ettus.com/

open source design can receive and transmit multiple RF front end daughterboards ADC/DACs FPGA USB GNU Radio interface





2. why is software radio taking over the world?



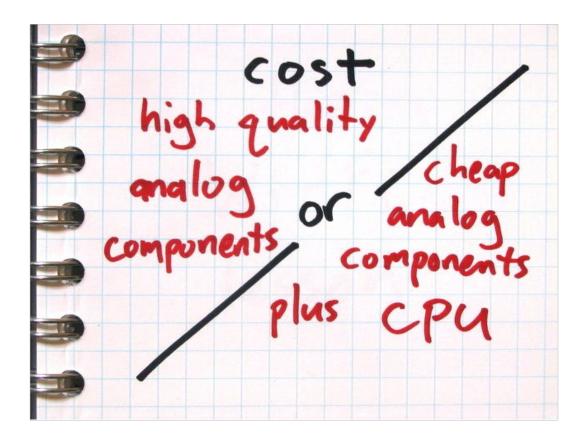
advantage: flexibility

software radios can have many operating modes without many circuits software radios can perform like multiple radios simultaneously



advantage: reconfigurability

software radios can implement new software at any time new protocols adaptive filtering new frequencies bug fixes hacks! with open source, new radio functions can easily be shared online



advantage: cost

two ways to build a sophisticated radio device: lots of expensive analog components (and often some digital stuff too) a few cheap analog components plus a computer consider Moore's Law software can make up for deficiencies in the analog circuitry



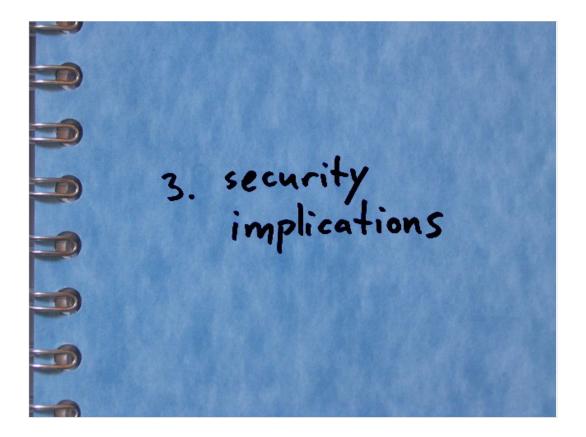
the future

consider the commercial advantages of software radio consider the current emergence of open source mobile phones and hand-held platforms (OpenMoko, Android,

etc.)

consider that mobile phones using (closed source) software radio technology are starting to arrive

- we will all have hackable software radio platforms in our pockets
- all (okay, most) radios will be software radios
- new wireless protocols will include software reference implementations during development
- all wireless security tools will be software radios

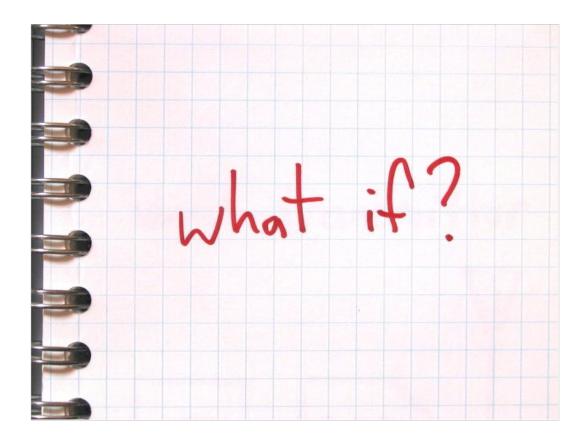


3. what does this mean for wireless security?



the Wi-Fi lesson

802.11b shipped with severe vulnerabilities vulnerabilities were ignored until practically demonstrated practical attacks were made easy by cheap, ubiquitous, hackable hardware: monitor mode raw frame injection



what if every new wireless technology arrived with inexpensive hardware capable of monitor mode and raw frame injection?



GSM http://wiki.thc.org/gsm

USRP/GNU Radio decoded GSM signals related project: A5/1 decryption



27 MHz keyboards

http://www.remote-exploit.org/advisories.html

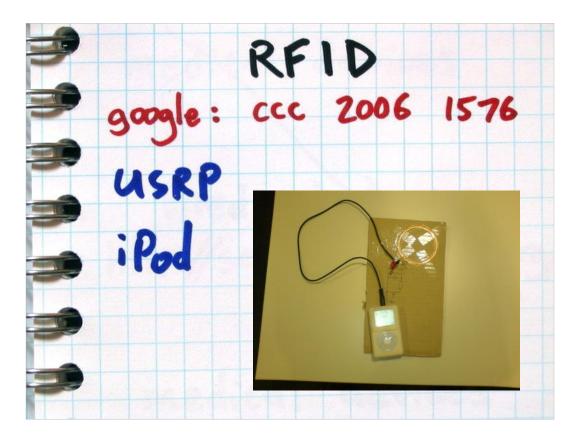
sound card with RF front end decrypted keystrokes



Bluetooth

http://www.usenix.org/event/woot07/tech/full_papers/spill/

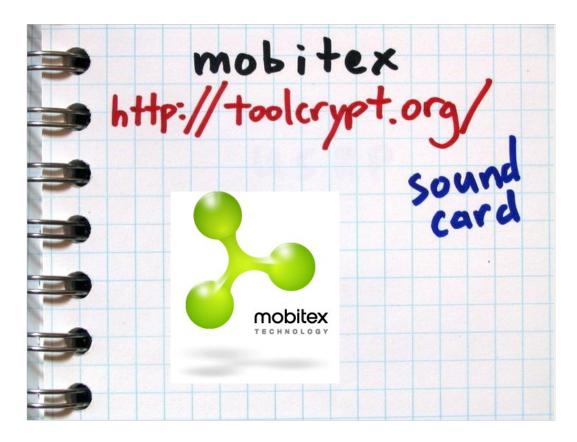
USRP/GNU Radio single channel sniffing and decoding



RFID

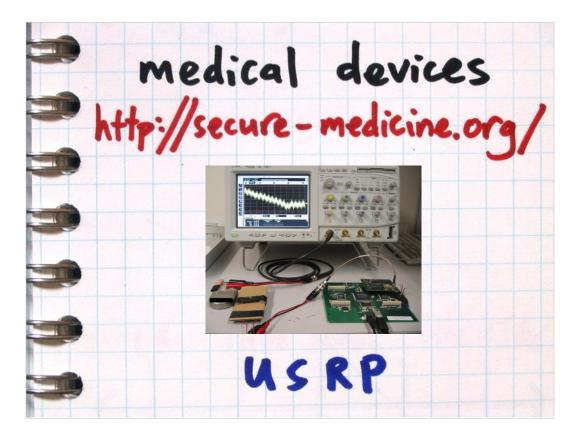
http://events.ccc.de/congress/2006/Fahrplan/events/1576.en.html

USRP/GNU Radio decoded low frequency RFID signals iPod replay



mobitex http://www.toolcrypt.org/

sound card with RF front end decoded mobitex signals



medical devices

http://www.secure-medicine.org/icd-study/icd-study.pdf

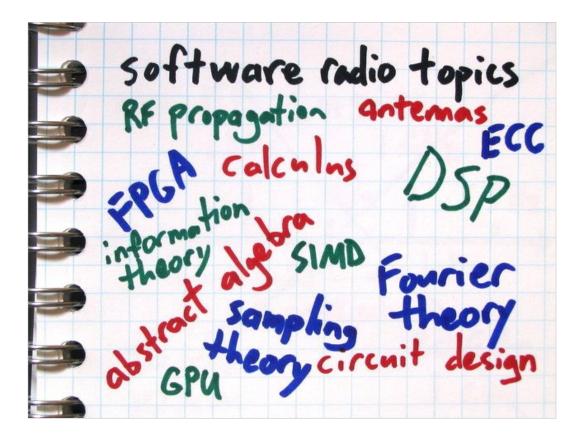
USRP/GNU Radio active and passive attacks against implantable cardioverter defibrillators



4. demonstration

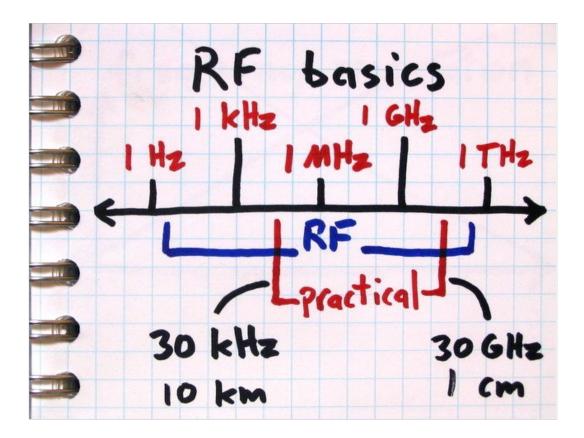
5. radio for software people

5. radio for software people



software radio topics

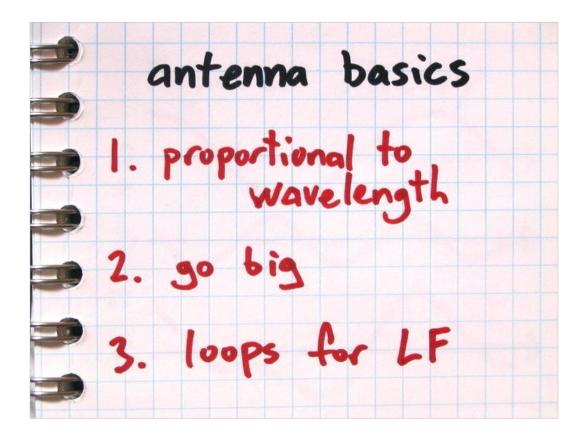
 Fortunately only a small subset of this knowledge is required to get started using software radio for useful security tasks:



RF basics

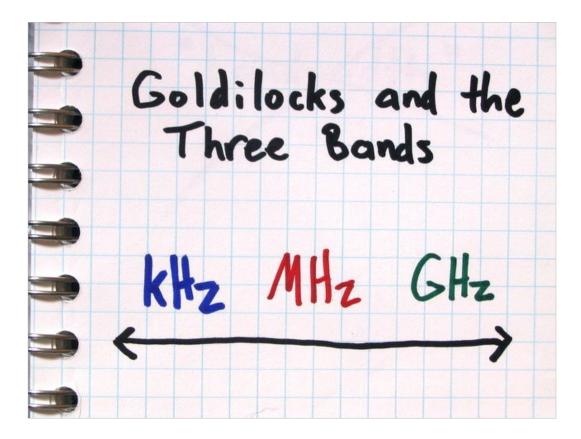
radio waves are electromagnetic radiation in the range of about 3 Hz to 300 GHz (wavelengths of 100,000 km to 1 mm)

most practical applications are between 30 kHz and 30 GHz (wavelengths of 10 km to 1 cm)



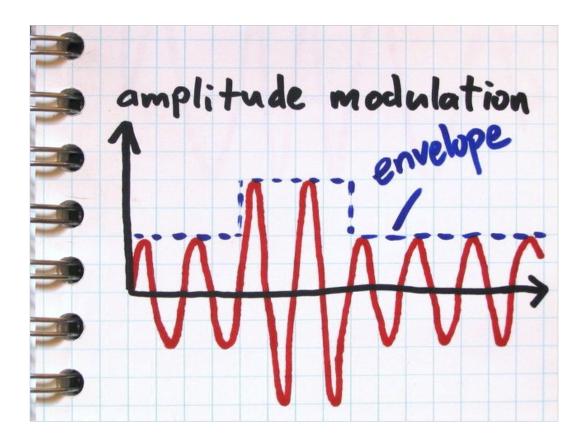
antenna basics

most jobs don't require an optimal antenna longer wavelengths require bigger antennas it's better to go too big than too small low frequency applications (like 125 kHz or 134 kHz RFID tags) require loops



Goldilocks and the Three Bands

kHz: These wavelengths are too long! antennas are unwieldy bandwidth is limited
GHz: These wavelengths are too short! propagation is poor short range, LOS, or directional applications only
MHz: These wavelengths are just right! manageable antennas reasonable bandwidth good propagation



modulation

there are only three basic types of modulation:

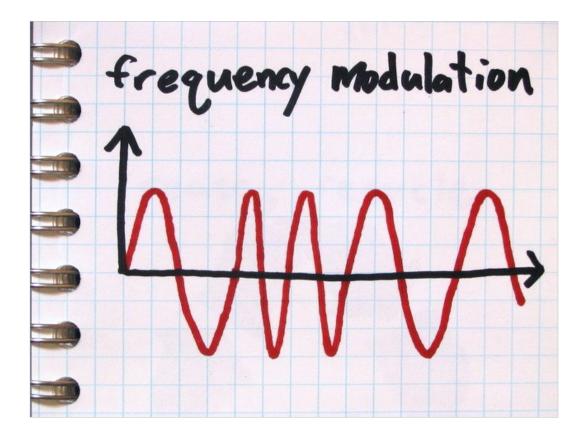
amplitude modulation

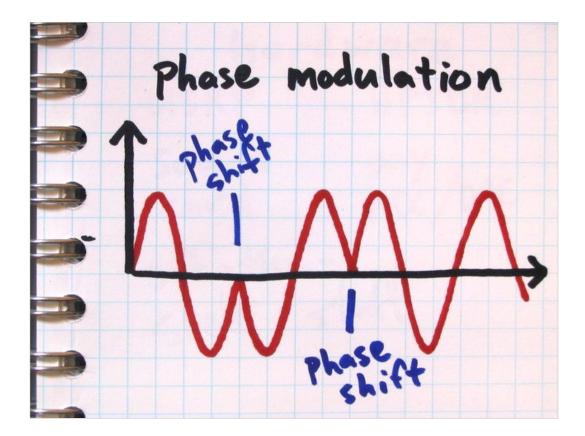
frequency modulation

phase modulation

there are many combinations and variations of these three

digital modulations are often referred to as "keying"



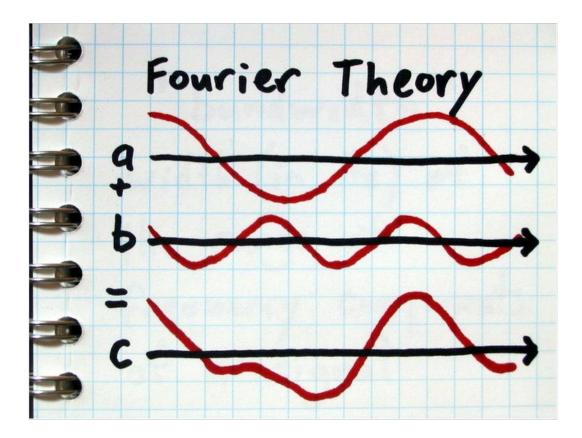


symbols

a symbol is the shortest segment of a signal that represents a discrete value of the digital data being transmitted

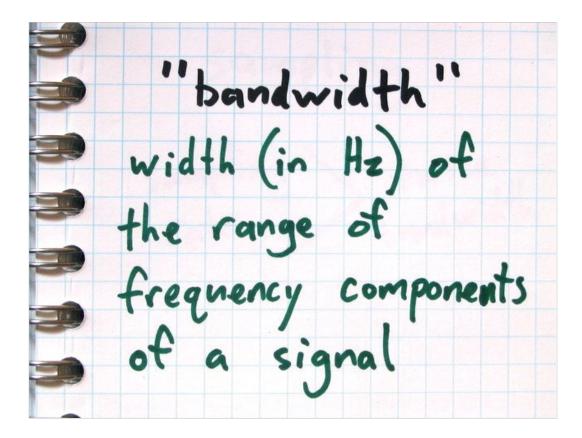
example: Binary Frequency Shift Keying (BFSK) uses one frequency for "0" and another for "1" the symbol rate (or "baud rate") is the number of

symbols transmitted per second



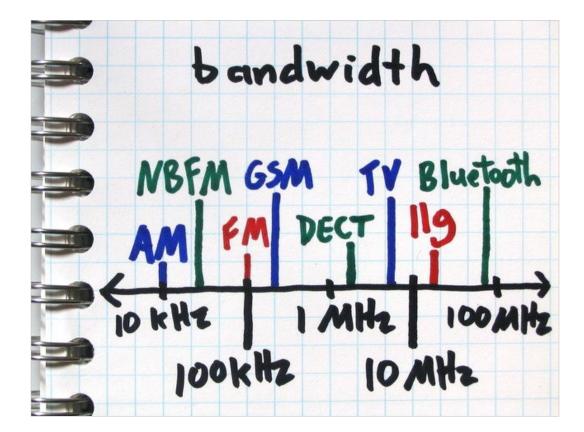
remember the Fourier transform?

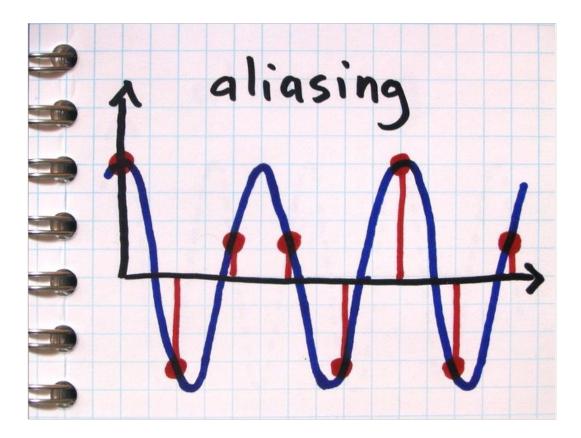
taught in Calculus courses essential for DSP important principle: any waveform can be precisely represented as a sum of sinusoidal components Fast Fourier Transform (FFT) is the common digital equivalent invertible function



"bandwidth"

the word "bandwidth" is overloaded but has a particular meaning in the RF/DSP world: the width (in Hz) of the range of frequency components of a signal wider bandwidth signals have greater channel capacity (they can carry more bits per second) spread spectrum technologies intentionally squander channel capacity in exchange for resistance to interference

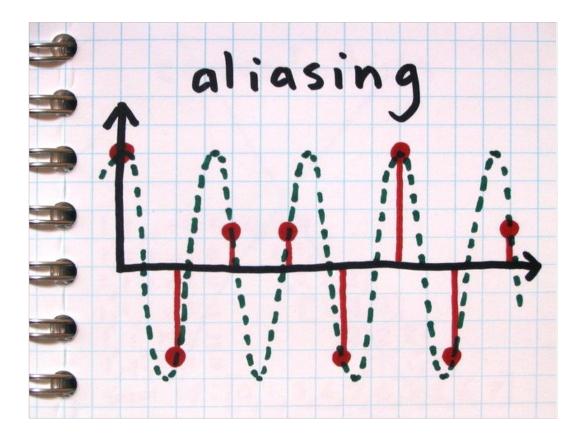


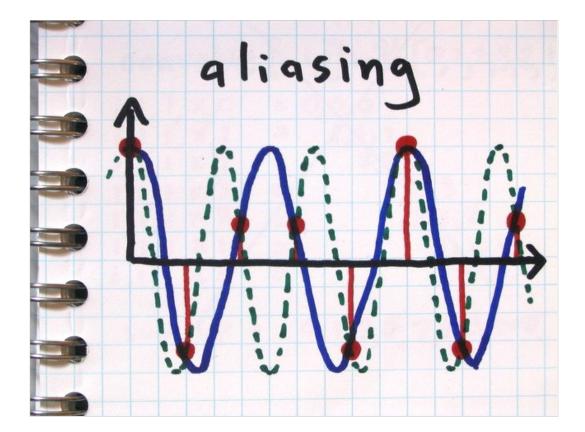


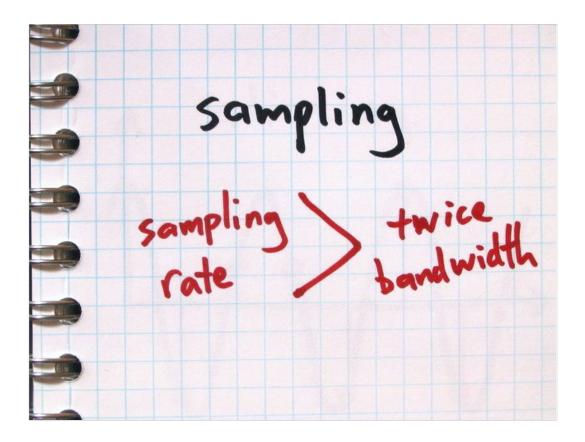
aliasing

frequency components of sampled signals are ambiguous

- example: a 150 kHz sinusoid sampled at 192 ksps is indistinguishable from a 234 kHz sinusoid sampled at 192 ksps (both are 42 kHz away from the sample rate)
- anti-aliasing filters must be present in the analog domain







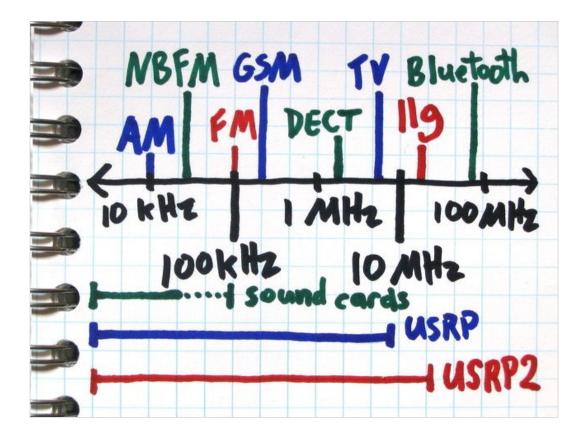
sampling theory

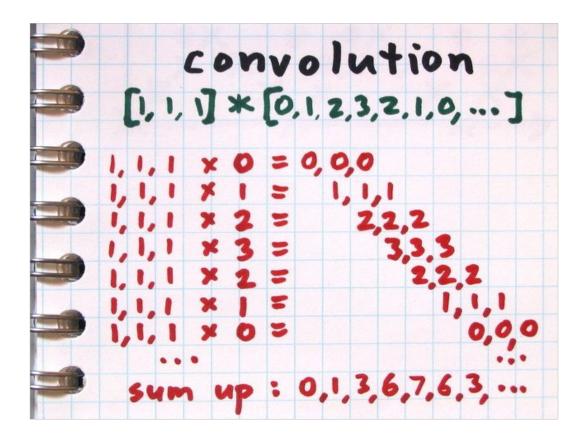
in order to capture a signal, your sampling rate must be at least twice the bandwidth of the signal example: to capture a 25 kHz wide analog FM transmission, your ADC must acquire no less than 50,000 samples per second



hardware options

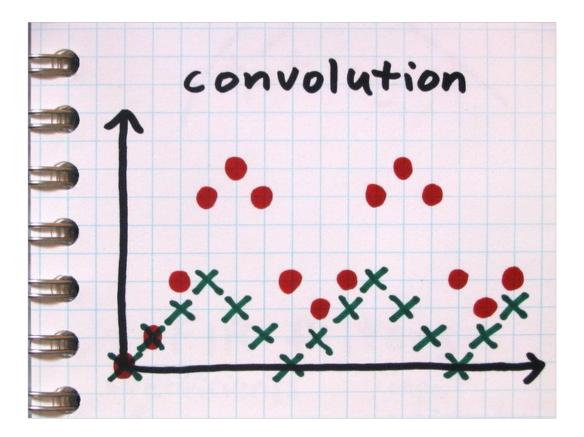
USRP HPSDR sound card with RF front end anything with ADC/DAC DAQ boards TV tuners video cards hack off-the-shelf software radio equipment you can even get started without hardware!





convolution

```
a simple and useful operation best illustrated by
example:
convolve [1,1,1] with [0,1,2,3,2,1,0,1,2,3,2,1]:
    [1,1,1] * 0 = [0,0,0]
    [1,1,1] * 1 = [1,1,1]
    [1,1,1] * 2 = [2,2,2]
    [1,1,1] * 3 = [3,3,3]
    [1,1,1] * 2 = [2,2,2]
    ...
    sum up: [0,1,3,6,7,6,3,2,3,6,7,6,3,1]
```



convolution as a filter

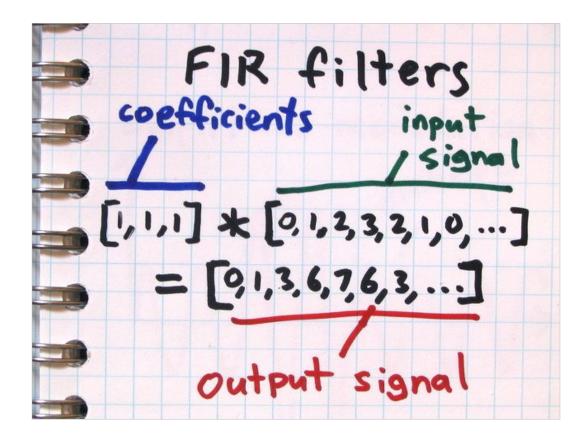
The convolution of [1,1,1] with [0,1,2,3,2,1,0,1,2,3,2,1] is a moving average and can be thought of as a filter:

[0,1,2,3,2,1,0,1,2,3,2,1] is the signal

[1,1,1] is a crude low pass filter

"low pass" means that it filters out high frequency components but allows the low ones to pass through

low pass filters result in smoother, rounder, waveforms



FIR filters

convolution of a signal with a static sequence is called a Finite Impulse Response (FIR) filter

the elements of the static sequence are called the coefficients of the filter

FIR filters can be used to emphasize arbitrary frequency components or remove others

High pass, low pass, and band pass are common, but more complex shapes are possible

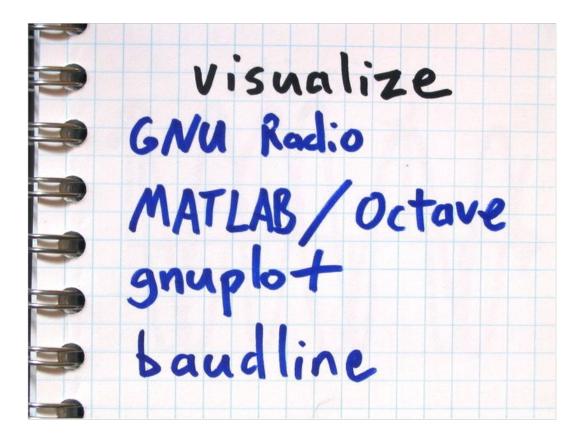
FIR filters can be fast (SIMD, DSP chips, etc.)

common routines are available to "design" (produce the coefficients

for) filters based on the required shape in the frequency domain

(the filter's "frequency response")

always test filters



visualize, visualize, visualize

GNU radio gnuplot various audio tools my favorite: baudline (free but closed source)

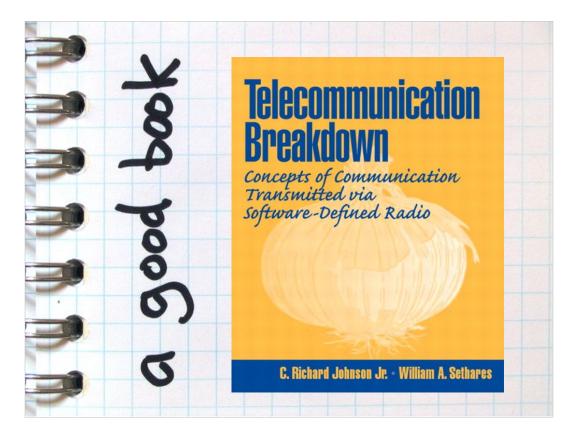
	1-5000	-2500	0	2500	5000	7500 Hz
				<u>. </u>		7300 H2
	n an					
111	1				111	i 🕴 👘
	in printeren de la coloradore de la coloradore					



software re-use

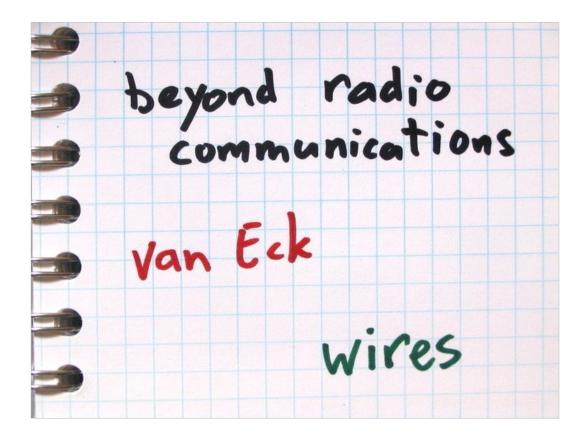
GNU Radio and other frameworks include code for:

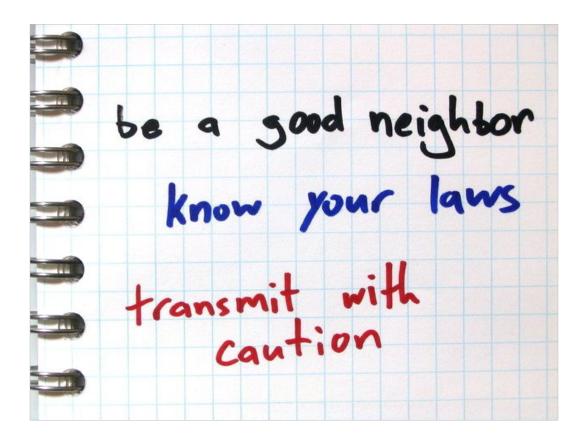
filters filter design functions resampling frequency conversion modulation demodulation and much more



a good book

http://eceserv0.ece.wisc.edu/~sethares/telebreak.html





be a good neighbor

know your laws

don't transmit anything over the air without being sure of what you are doing

you can often use cables instead (but don't forget attenuators)

common transmission mistakes:

failure to filter noise outside of the intended signal bandwidth

failure to filter aliases

